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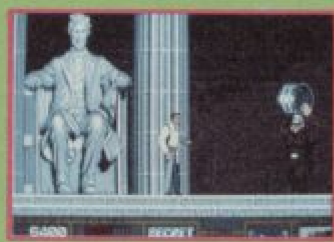
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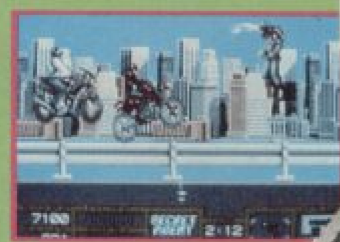
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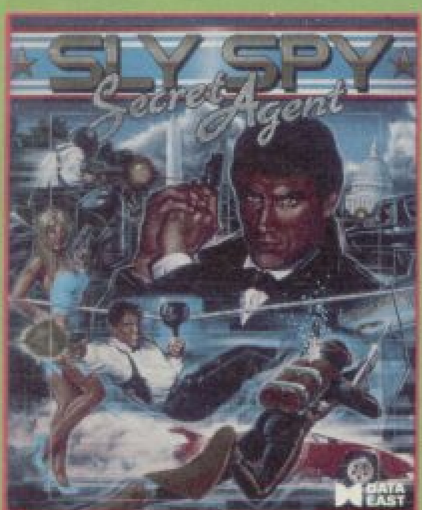
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THE TIMES







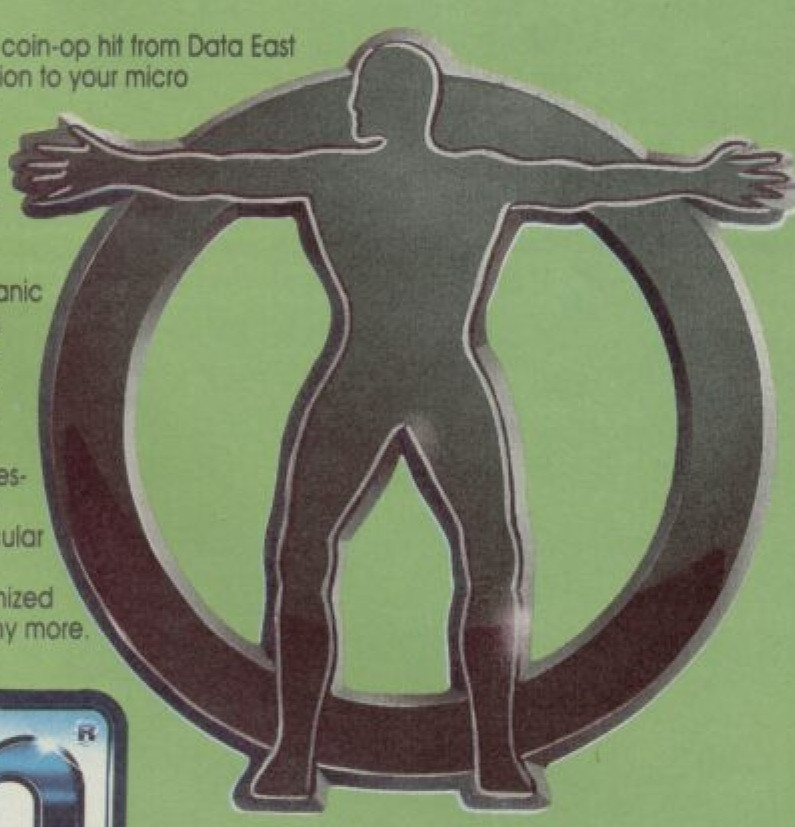
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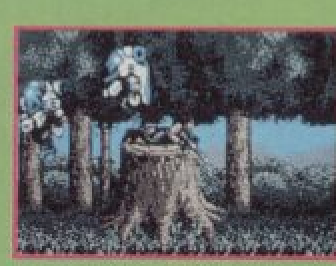


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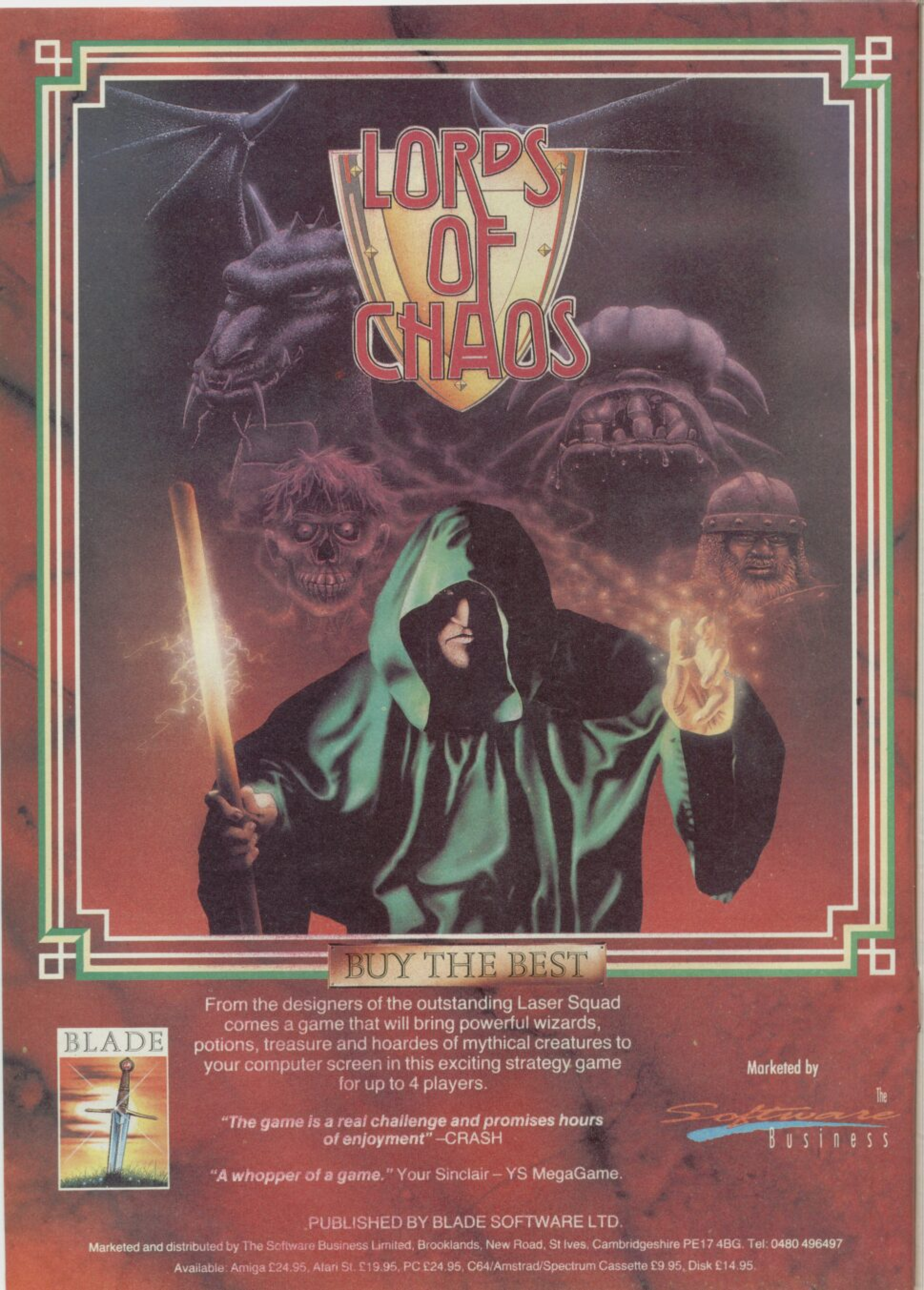






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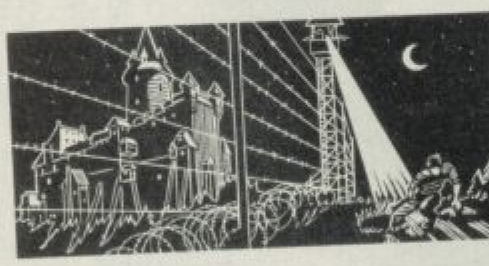
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GAMES

YOUR SINCLAIR

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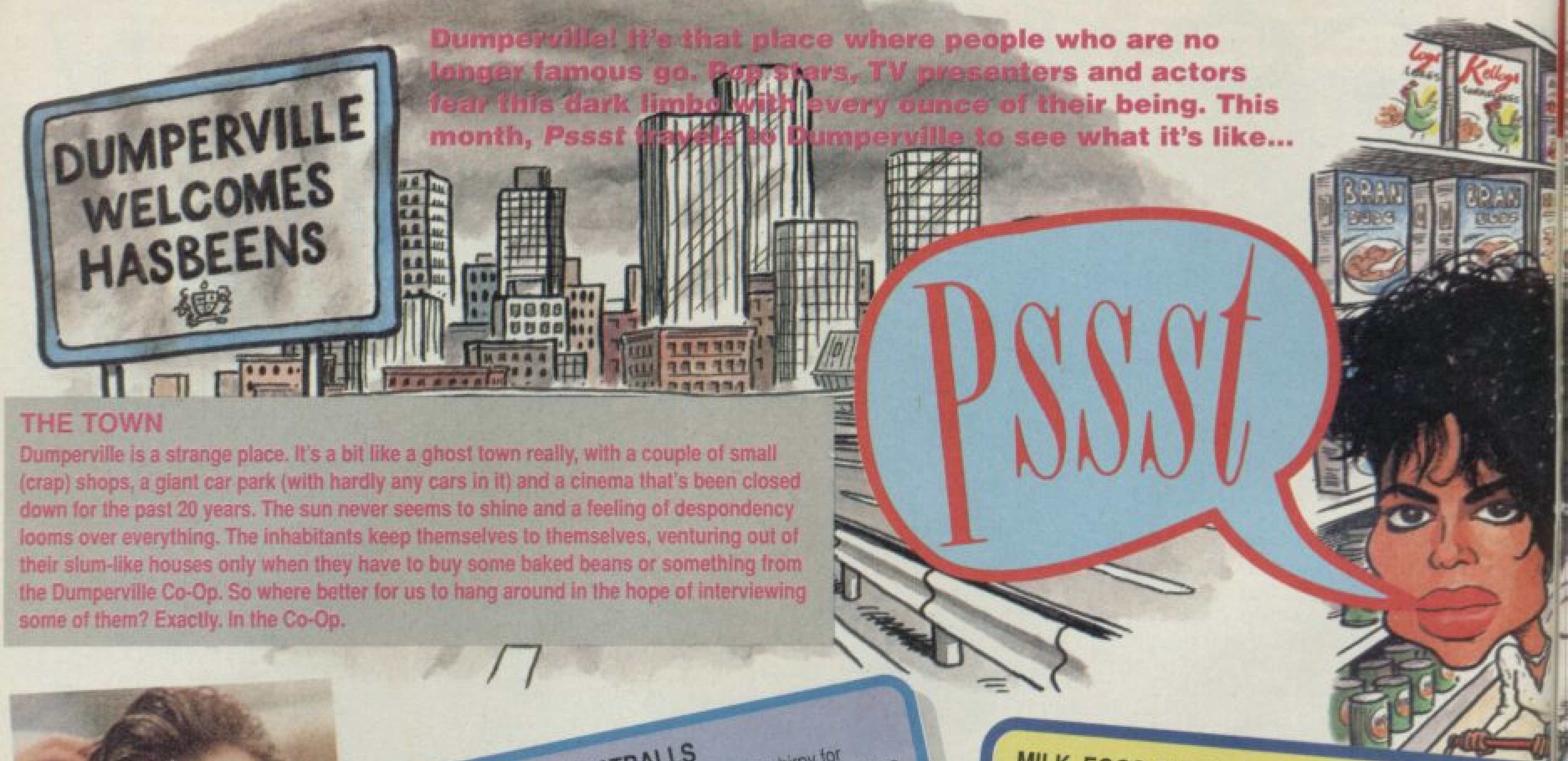
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Your Sinclair is brought to you by the same lovely people who publish ST Format, Amiga Format, Amstrad Action, New Computer Express, S. PC Plus, MacPublishing, 8000 Plus and Classic CD.

Dumperville! It's that place where people who are no longer famous go. Pop stars, TV presenters and actors fear this dark limbo with every ounce of their being. This month, *Pssst* travels to Dumperville to see what it's like...



THE TOWN

Dumperville is a strange place. It's a bit like a ghost town really, with a couple of small (crap) shops, a giant car park (with hardly any cars in it) and a cinema that's been closed down for the past 20 years. The sun never seems to shine and a feeling of despondency looms over everything. The inhabitants keep themselves to themselves, venturing out of their slum-like houses only when they have to buy some baked beans or something from the Dumperville Co-Op. So where better for us to hang around in the hope of interviewing some of them? Exactly. In the Co-Op.



BEHIND THE MARMITE SECTION

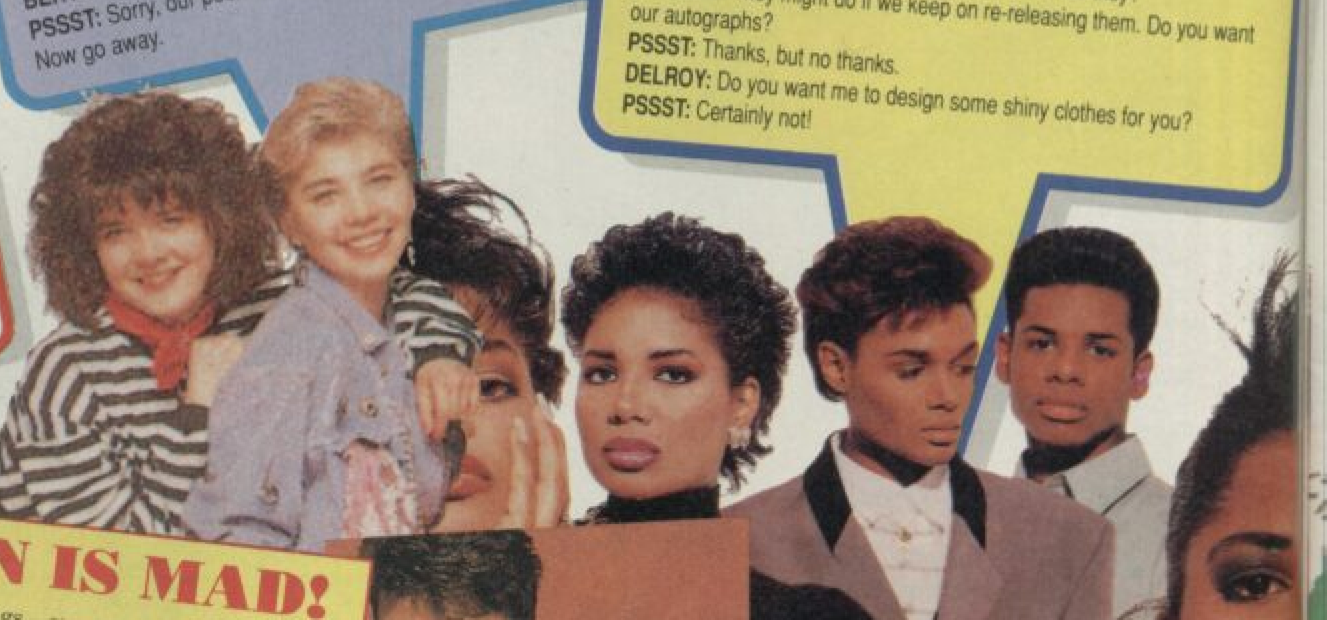
PSSST: Good grief! What's that awful wailing sound? Oh no, it's Carol Decker and T'Pau.
CAROL: "China in your haaaaaaaaaaaaaaaaaaaaand!"
PSSST: Shut up, please.
CAROL: Sorry. Don't you like my voice?
PSSST: No, we don't. It's absolutely appalling. We're extremely glad you moved into Dumperville. It's one of the best things that's ever happened anywhere in the world at any time in history.
CAROL: "China in your haaaaaaaaaaaaaaaaaaaaand!"
PSSST: Quick – let's leg it!

NEXT TO THE MEATBALLS

PSSST: Stone the crows! You two look pretty chirpy for Dumperville inhabitants. You're the, er, Reynold Sisters, right?
HILDA: The Reynolds Girls actually.
PSSST: Ah yes.
BERYL: We'd rather Jack than Fleetwood Mac.
PSSST: Yes. You "jacked" your way here, didn't you?
BERYL: We're not finished, you know.
HILDA: She's right. We're a bit like The Beatles.
BERYL: Except there's only two of us.
HILDA: And we're not blokes.
BERYL: Here's a bit of paper with our autographs on it.
PSSST: Sorry, our pockets are too full to get anything else in. Now go away.

MILK, EGGS AND CHEESE

PSSST: Ahem! Could we get past please? You're all blocking the aisle.
DENIECE: We're Five Star. We can stand where we want.
PSSST: Not any more you can't. People who live in Dumperville aren't important enough to stand where they want.
DELROY: Who says we live here? Our car just broke down. As soon as it's mended we'll be on our way again.
PSSST: Um, your "car" seems to be "un-mendable" we're afraid. It broke down years ago.
DENIECE: Yes, but it was a complicated fault. The Dumperville mechanic assures us that everything's almost ready to start working again.
PSSST: Your last two singles didn't do very well, did they?
DENIECE: They might do if we keep on re-releasing them. Do you want our autographs?
PSSST: Thanks, but no thanks.
DELROY: Do you want me to design some shiny clothes for you?
PSSST: Certainly not!



THIS WOMAN IS MAD!



Meet Sally Meddings – our new Art Editor. (*What, not another one? Reader's voice*) Yep, 'fraid so. We know Kev only started five issues or so ago, but there have been some pretty wide-ranging changes here at Future Publishing (some of the results of which should become apparent over the next few months), and one of the off-shoots is that we've been having a bit of a game of musical Art Editors. So it's bye-bye to Kevin (sniff), who's in fact only wandered next door to work on *S – The Sega Mag*, and a big cheery *Your Sinclair* welcome to Sal, who (spookily enough) used to work on *S* herself.

So what can we tell you about our Sal? Well, she likes weird and spooky 1950s furniture, playing softball and making exotic cakes (the best of which was a Leaning Tower Of Pisa built of sponge). Her other claim to fame is that she once ironed Compo's long-johns (you know, the disgusting one out of *Last Of The Summer Wine*)! Yes, you guessed it – Sal is a bit weird (but quite nice with it). And having her on-board means we're back to having an 'art chick' again too! Hurrah!



DUMPERVILLE TOWN PLANNING

When a star is teetering on the edge of moving into town, a rather nice house is erected for him or her by Dumperville Town Council. A nice big house with a swimming pool and loads of mod cons. The fading star then takes a trip there, has a look around, and either decides to claw his way back to the top of his profession or move in and enjoy a short, quiet break. If they choose the short, quiet break, they've generally made the WRONG decision. What looked like a nice house before they moved in changes slightly once they've taken up residence. The Dumperville Council moves straight back in and knocks down bits of it – then they rub dirt all over the windows and fill the swimming pool up with tar. There. Now it looks like all the other houses in Dumperville. Not a very nice place to be at all.



WIN A TRIP TO DUMPERVILLE*

***Well, win a *YS* Goodybag (full of brill stuff).**
All you have to do is compile a list of people who have "moved into Dumperville". You can't use any of the people we've used, you've got to think up your own. We know it's hard, because as soon as someone moves into this town you do tend to forget about them rather quickly – but if you dredge about in the depths of your mind you might come up with something. Your list can include politicians, film stars, TV stars and pop stars. At the top of your completed list write how many names it contains (otherwise it'll take us ages to count our way through the entries). The winner, quite simply, will be the one with the longest list. In the event of a draw, we'll award the goodybag to the one that contains the most "Ha ha ha – of course, why didn't we think of them!" type names. Send your entries to *Going Down To Dumperville* Compo at the usual Bath address.

I have enclosed a list of people who have sold up and moved to Dumperville. I hope it's long enough (oo-er).

Name ______________________

Address ______________________

____

____

____

My entry contains ____________ **names**

THE TOILET PAPER DEPARTMENT

PSSST: Well, well, well. You certainly look like two peas in a pod.
MATT: We're the Goss twins!
PSSST: Ah yes, Luke and Matt. What do you think of it here in Dumperville?
MATT: I'm not a permanent resident actually. I'm still going to go solo because all my fans still love me. I'm just visiting Luke. He's here to stay, you see.
LUKE: No, I'm not. I'm going to go solo too. I'm going to record an album of just me drumming. I love all my fans, and they still love me.
MATT: No, they don't. They're my fans. No-one could ever see you because you were hidden behind all your tom-toms.
LUKE: They could see my head!
PSSST: Where's Ken?
MATT: Ken? Oh, Craig. Um, he lives down the road with Kim. I hear they're planning to leave Dumperville fairly soon.
LUKE: Fat chance. Do you want my autograph?
PSSST: No thanks.

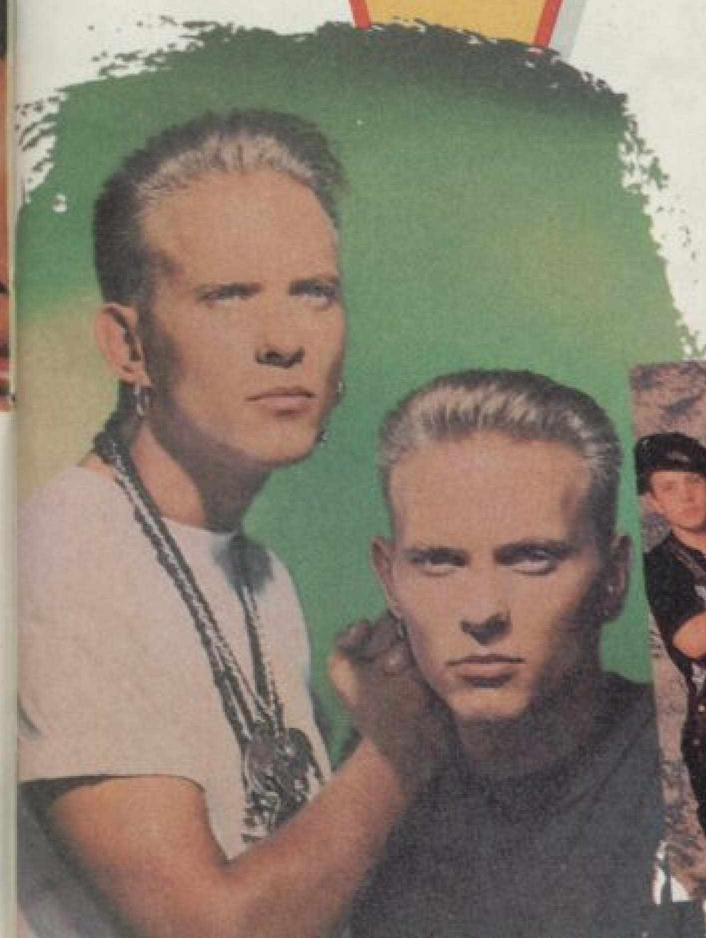
THE TOOTHPASTE SHELF

PSSST: Who on earth are you?
COLIN: We're Colin (35) and Trevor of supergroup Yell!
TREVOR: I'm Trevor.
PSSST: Yes, hello, Trevor. It seems that you moved into Dumperville even before your careers got off the ground.
COLIN: No, we don't live here the whole time. Sometimes we go on the roadshow with Sinitta, Big Fun and Sonia.
PSSST: We noticed Sinitta, Big Fun and Sonia are having houses built for them down the street.
COLIN: Well, er, ah, er... yes, they are.
TREVOR: I'm Trevor! Do you want my autograph?
PSSST: Hello, Trevor. No.

CUCUMBERS AND LETTUCE

PSSST: Hi there. You must be a new arrival?
DANNY: Yes. Tripping over that teddy bear at the New Kids concert was the worst thing I've done in my life. Mind you, Jon, Jordan, Little Joey and Donnie will be moving in with me next month, so I won't be so lonely.
PSSST: Donnie too? But he's just released a 'solo single' with that Japanese girl, hasn't he?
DANNY: Yes, but it won't work. He's not as kickin' as he thinks he is. Do you want my autograph?
PSSST: You must be joking.
DANNY: Boo hoo hoo!







SEVEN STEPS TO DUMPERVILLE

STEP ONE Firstly you've got to get famous. That's the hard bit. Oh, it's much easier to move to Dumperville if you manage to get famous without actually having any talent though, so bear that in mind.
STEP TWO Run out of steam – for instance, produce two extremely un-catchy singles in succession.
STEP THREE Appear on an afternoon 'chat programme' hosted by Anne Diamond.
STEP FOUR Do something totally outrageous in a nightclub and check the next day to make sure that none of the tabloids have bothered covering the story.
STEP FIVE Phone up Dumperville Town Council and ask if you can go and view one of the properties. They will be ready for you and will say "yes".
STEP SIX Produce a third extremely un-catchy single.
STEP SEVEN You are now a resident.

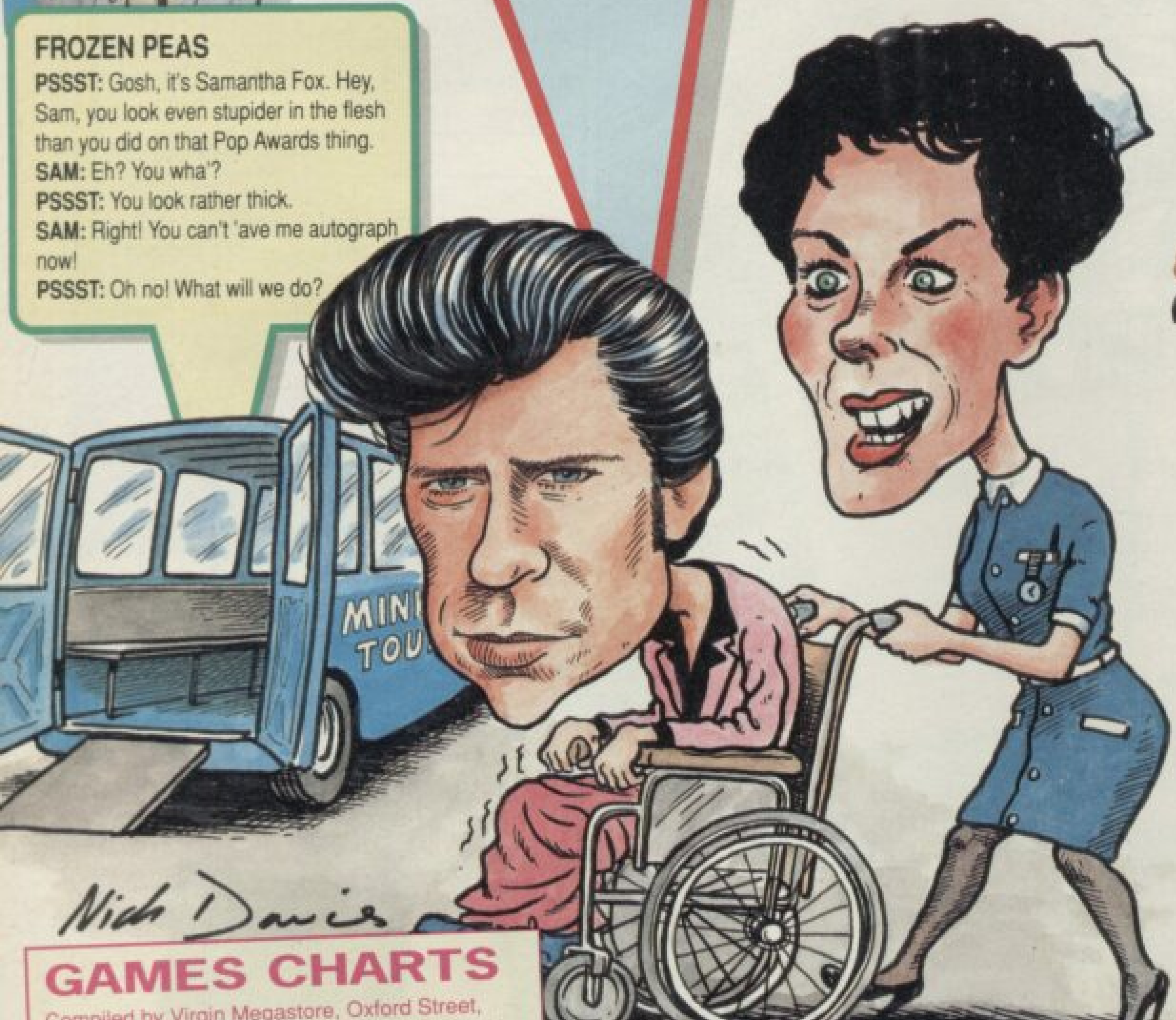


A CHAT WITH SHAKEY

PSSST: Oh look, there's Shaking Stevens. Hello, Shaking, how's Dumperville treating you?
SHAKEY: Hello. I leave Dumperville every Christmas for a couple of weeks, you know.
PSSST: Yes, but you always come back, don't you? Hey, look over there – it's Morton, Pol and Mags from A-ha. And who's that picking up the tomato sauce and slipping it into his pocket?
SHAKEY: Oh, it's Nathan Moore from Brother Beyond. He's always nicking the ketchup, you know.
PSSST: Who else shops here?
SHAKEY: Oh, there are loads of people. Curiosity Killed The Cat, Pepsi And Shirley, Simon O'Brien, The Art Of Noise, Edwina Curry, Sigue Sigue Sputnik, Terence Trent D'Arby and the bloke who used to be in *Rod, Jane And Freddy* before they were called Rod, Jane and Freddy. I could go on and on and on...
PSSST: Don't bother. Can we have your autograph?
SHAKEY: Crikey! Er, yes, great. Um, er, have you got a pen?
PSSST: Oh dear, no we haven't. Never mind.

FROZEN PEAS

PSSST: Gosh, it's Samantha Fox. Hey, Sam, you look even stupider in the flesh than you did on that Pop Awards thing.
SAM: Eh? You wha'?
PSSST: You look rather thick.
SAM: Right! You can't 'ave me autograph now!
PSSST: Oh no! What will we do?



VROOM! VROOM! WATCH ME ZOOM! ERM.. OR SOMETHING LIKE THAT.



Mindscape have just snaffled up the licence to *Days Of Thunder*, one of the hottest film licences to be had at the moment. Based (o' course) on the famous road-racing movie starring the even more famous Tom Cruise, the computer version of this rather jolly racing scam will let you take the wheel of a high-powered saloon car and race it at breakneck speed around the North American Stock Car Auto Racing circuit.

All the rules and regulations of NASCAR will feature, there'll be loads of viewing angles to be had on your mean machine and an action replay feature to boot. The only thing missing will be ol' Tom himself. Oh, and the actual game of course - until later this year that is!



TZers

• Later on this issue you should come across the *Complete YS Guide To Puzzle Games*. Well, guess what we have here? Yes, it's another one! No, not another guide, another puzzle game. *Loopz*, as it's called, is, um, something to do with loops we guess (though they're keeping mum about the exact nature of the game as we speak) and it's from the very-quiet-until-quite-recently Audiogenic. So, Mr Audiogenic person, exactly how good is *Loopz* going to be? "There's nothing with the same addictive simplicity as *Loopz* – only *Tetris* comes near." Blimey!

• Have you caught the hype for *Dick Tracy* yet? Apparently it's going to be the biggest film sensation since *Batman* (though to be honest we're ever-so-slightly dubious about that) and will come with every type of merchandising under the sun. Including (of course) a computer game. Titus have got the licence for *Dick* and have the game lined up for an October release. Since the film apparently goes to great pains to keep the colour scheme strictly in line with the limited pallet of the original comic it should hopefully look spot-on when we see it on the Speccy!

• Goliath Games (the management specialists) have a couple more, you guessed it, managerial-type things on the cards. *Tracksuit Manager Europe* should be ready for October, while *Grand Prix Manager* will be more like the beginning of next year. Plans are that Goliath will remain a specialist label, with any arcade product (like the upcoming *Subbuteo*) coming out on the new Mammoth label.

• Gremlin have a whole barrage of stuff lined up for the next few months (by their recent standards at least) with the schedule laid out right until the end of the year. Latest announcement (and a suitable companion title to the upcoming *Supercars* perhaps?) is *Lotus Esprit Turbo Challenge*, an official Lotus licence aimed at an Xmas release.

• Watch out for (deep breath!) *Ivan 'Iron Man' Stewart's Super Off Road Racer*, a mouthful (and a half) of a driving game soon out from Virgin. Programmed by Graftgold (who we last saw with the sensational *Rainbow Islands*) it's a very fast *Super Sprint/Power Drift*-style forced 3D perspective driving game, this time using humongous car-crusher-style pick-up trucks! Not sure who the 'Iron Man' himself is though, but we're sure he's very famous somewhere!

GAMES CHARTS

Compiled by Virgin Megastore, Oxford Street, London W1. Last month's positions are printed in brackets.

FULL PRICE

1	(1)	*Italy 1990*	US Gold
2	(3)	*Football Manager World Cup*	Addictive
3	(NE)	*Turrican*	Rainbow Arts
4	(8)	*Manchester United*	Krysalis
5	(NE)	*Escape From The Planet Of The Robot Monsters*	Domark
6	(NE)	*World Cup Italia 90*	Virgin
7	(NE)	*Pro Tennis Tour*	Ubisoft
8	(NE)	*Dynasty Wars*	US Gold
9	(RE)	*Zombi*	Ubisoft
10	(4)	*Bloodwych*	Image Works

BUDGIES

1	(7)	*Treasure Island Dizzy*	CodeMasters
2	(NE)	*World Cup Challenge*	Players Premier
3	(NE)	*Gary Lineker's Super Skills*	Kixx
4	(NE)	*Fantasy World Dizzy*	CodeMasters
5	(NE)	*Match Day II*	Hit Squad
6	(NE)	*Soccer Sport Triple Pack*	Alternative
7	(NE)	*Pro Tennis*	CodeMasters
8	(NE)	*Macadam Bumper*	Players Premier
9	(NE)	*Live And Let Die*	Encore
10	(NE)	*Quatro Pack*	CodeMasters

CHOCKS AWAY

Remember a while back when we reviewed a rather nifty little Capcom coin-op by the name of *UN Squadron*? Well, US Gold have just announced that they've bally well gone and got hold of the licence. *UN Squadron* lets you pilot one of three planes – each with different abilities – in a bid to take out some fancy-flying international terrorists. So expect to see a rather rave shoot-'em-up fly-boy game coming onto your Specs shortly.




COMING SOON...
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YS SMASH

CHAOS

Julian Gollop

Have we got a happening little cassette lined up for you this month! First there's *Chaos* by Julian Gollop, the astounding forerunner to *Lords Of Chaos*! It's a fantasy arcade strategy thing for up to eight players – you'll be playing it for weeks! And then, by way of complete contrast, we've got *Zythum*, a real turn-your-brain-off-and-get-blasting shoot-'em-up from Mirrorsoft! Let's face it, folks, Smash Tape 34 is the biz!

Right then, Spec-chums, *Chaos* is a bit on the complicated side, so we won't waste time waffling on about how good it is (like we normally do) – we'll just jump straight in and explain how to play instead. Okay? Okay.

Right, between one and eight players can play (either controlled by your dear selves, or by the computer) and the basic idea is to kill off all the other players (within a time limit) and hence win (or draw) the game. Being a sort of strategy game you have to do it all rather cunningly and strategic-like by moving all your characters around the screen and casting spells and things.

Sounds complicated? Nah, it's not (not very anyway) – simply follow our ber-illiant guide below on how to play, and before you know it you'll be wasting whole days (if not weeks) on the thing!

So how do I start? Well, firstly it'd help if you loaded up the game. Right, now politely tell your Speccy how many players you want and choose names, characters and colours for each by following the on-screen prompts. Easy so far, huh? The game sort of goes in three phases – choosing a spell, casting your spell and then moving/fighting. (Everything takes place on a one-screen playing board by the way.) Right then, here are those three phase bits...

CHOOSING YOUR SPELL

Once you've selected your characters and things, each player will be given four choices. So let's explain what they all are, shall we?

Examine Spells Each player is given a personal selection of spells, each with a specific success rate of being cast. This success rate depends on the law and chaos of the universe – the lighter the colour, the greater the chance of casting the spell. Here's a humongous list of all the spells and what they do (you can press the key of the spell for some more info during this bit of the game if you want).

Chaos/Law Casting a Chaos spell will increase the success rate of casting all the spells with a star next to them. Casting a Law spell will increase the success rate of casting all the spells with an arrow next to them. However, you must remember that the chances of success of your casting a Chaos or Law spell in the first place depends on the chaos/law of the universe at that time. (See?)

Creature Spells Casting one of these will create a creature which can be moved around to kill other creatures and wizards. You can get all sorts of info on them, such as their strength and abilities, and you'll also be able to find out whether your wizard can mount and ride on them, whether they can fly and whether they can fire at things. Creatures can be casted as true creatures (with a specific success rate of a successful cast), or as illusions which are always successfully cast but are vulnerable to another wizard coming along and casting a Disbelieve spell (which will then make them disappear).

Dark Citadel/Magic Castle These will create a little house where your wizard can 'hang out' (man) and hide so he can't be attacked.

Dark Power/Decree/Vengeance/Justice Aim this at a creature and it will be destroyed, aim it at a wizard and all his creatures will be destroyed (providing the spell works, that is).

Disbelieve If you think another player has cast an illusion then aim this spell at a monster, and if he has then the monster will disappear. (Otherwise, erm, it won't.)

Gooey Blob This makes a big sort of green blob thingy which spreads around the screen and gets in the way. You can attack it, although the chances are it'll eat you before you can kill it, so perhaps that's not such a hot idea.

Lightning/Magic Bolt This will send a bolt of lightning hurtling towards a desired creature or wizard.

Magic Armour/Magic Shield/Magic Knife/Magic Sword These will increase your wizard's attack and defence capabilities.

Magic Bow This will enable your wizard to fire at things.

Magic Fire A fire will start and spread throughout the screen obstructing movement and killing anything in its way.

Magic Wings This will enable your wizard to fly.

ZYTHUM

Mirrorsoft

So what's this *Zythum* thingie all about then? Well, it's a monochrome horizontal-scroller, set in a similar fantasy sort of world to *Chaos*, though the two games themselves couldn't be more different – this one's pure, unadulterated shoot-'em-up!

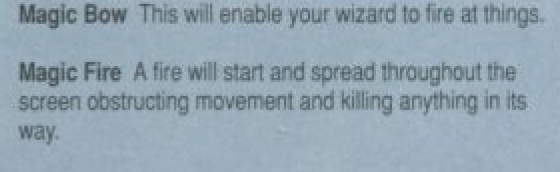
The plot's fairly quick 'n' easy to recount – Zythum, you see, isn't a person, it's a drink, but it's no ordinary drink! Ho no, this one gives its drinker 'unknown magical powers'. (Blimey!)

Anyway, it's in fairly short supply – so short, in fact, that you're going to have to search it out in the depths of an enemy castle, and to get there you'll have to cross four levels of hostile territory, taking special care to keep clear of the custodians who'll kill you on touch! You only get three lives (with an extra one for every 10,000 points scored) so a bit of ducking and diving is in order.

What else is there to say? Well, watch out for quicksand and pits (which you'll have to jump across), spring pools (which send you bouncing uncontrollably in the air), landmines (which explode if you step on them) and poison branches (their touch makes you invisible).

However, there is some good stuff littered around to keep your eyes peeled for too. Look out for magical staffs (which fire energy bolts), light bombs (which kill any custodians in the area – you start with four, but can collect more), the chalice (which gives powers of temporary levitation), the cross (temporary immunity against custodians), money bags and treasure chests (for bonus points).

Oh, and finally (and this is IMPORTANT – in capital letters), use 48K mode if you're a lucky +2A or +3 owner.



Hang on. Wasn't that a treasure chest thingie back there? Better hop back, eh?

TAPE No 33

Magic Wood This creates lots of trees all over the shop, which you can move your wizard into to obtain a new spell.

Raise Dead If a monster is killed then it will leave behind a corpse. Casting this spell will resurrect the monster, he will join your side and will also be undead – no-one will be able to attack him.

Shadow Form This allows your wizard to move up to three spaces at a time and also increases his defence. It will wear off if he is attacked though.

Shadow Wood Cast this and lots of trees will appear which will attack you if you stand next to them for too long.

Subversion This enables you to take over other wizards' creatures. The chance of success depends on the creature's resistance, if you see what I mean.

Turmoil This mixes up everything on the screen at random.

Wall You can create a small wall in three separate places with this to obstruct others.

Tape Trubbs

Oh no! You've been unlucky enough to get one of the few cover cassettes that refuse to load, haven't you? Never fear though – we've got the ideal solution to hand! Just send the offending tape (complete with an sae) to us at *YS* Tape Returns No 34 *Chaos*, Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD and we'll send you a replacement as soon as we possibly can!

CAST SPELL
Simply press the key of the spell you wish to wish to cast. If you press the wrong one (you clot) then simply press 2 again and choose the right one.

EXAMINE BOARD
You can view the current state of play – where all the other wizards are, where the creatures are and so on. Press the keys 1-8 to view all the wizards' creations.

CONTINUE WITH GAME
Erm, continue with the game.

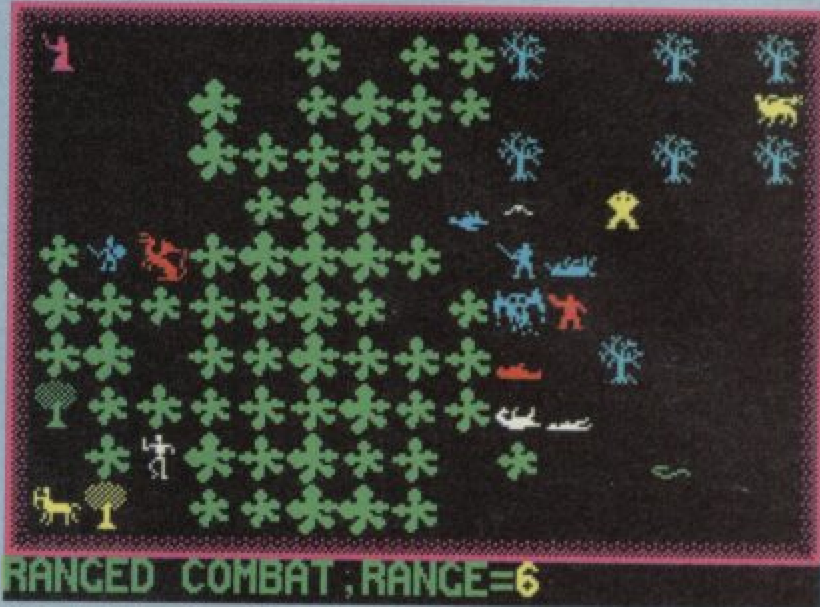
THE CASTING BIT
Next is the casting bit. The name of each wizard and the spell he is trying to cast is shown underneath. Press Space to continue. Some spells are then cast automatically, others then need to have a target space. Move the square cursor thingy around with the eight directional keys around S and then press S to cast the spell. Don't forget that if the spell has a certain range then the cursor must be within that many squares away, and the wizard must have a clear line of sight to the target.

THE MOVEMENT BIT
After you've cast your spell, you can move your wizard and your creatures around. Place the cursor over the character you want to move and press S, then move him where you want (not forgetting that you can only move each character once each turn). Most characters can only move one space at a time, but some can move more, or will be able to move more after casting specific spells. For flying creatures, move the cursor where you want them to go and press S to fly there. Some creatures will have ranged combat, and once you have moved them move the cursor to what you want to fire at (not forgetting to keep within range) and press S to fire. Alternatively just press K if you can't be bothered to fire at anything and you, erm, won't.

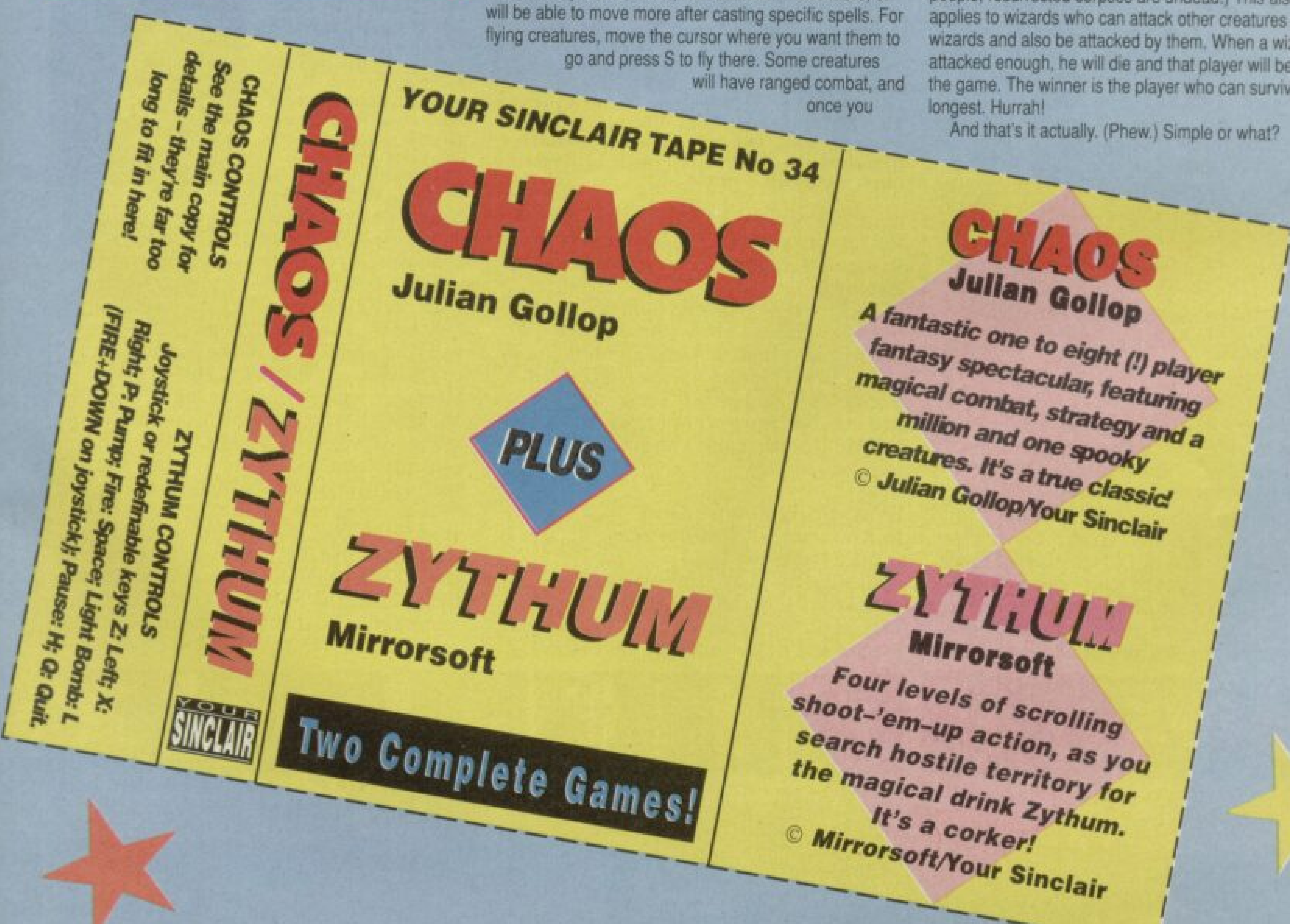
By the way, you can also press 1-8 to display the various wizards' creations here, or even move the cursor to something, pressing I to get some info on it. Oh, and press 0 to end your turn. The next player then does the same thing.

If you move next to another player then you will go into combat. Move into him if you want to attack, and after a few goes the physically strongest player will win. However, if one of the characters is undead then it cannot be attacked, although it can attack others. (Don't forget, people, resurrected corpses are undead.) This also applies to wizards who can attack other creatures and wizards and also be attacked by them. When a wizard is attacked enough, he will die and that player will be out of the game. The winner is the player who can survive the longest. Hurrah!

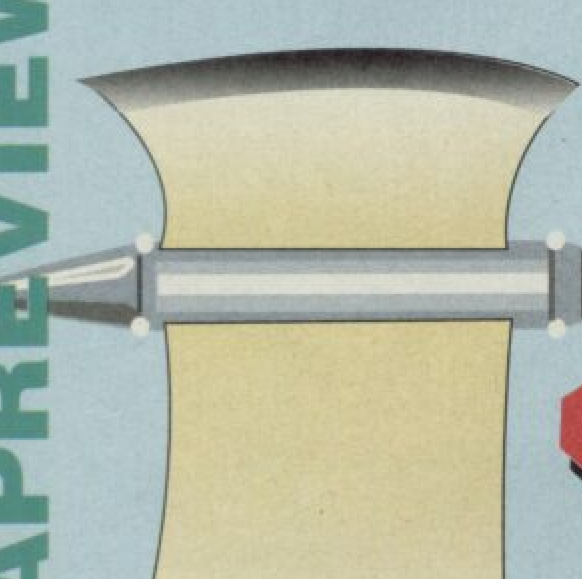
And that's it actually. (Phew.) Simple or what?



Ooooh, lots of pwetty patterns! (Bit like the design on Matt's duvet cover really.)



Right then, Spec-chums, who knows what *Golden Axe* is all about? Hem – no one. All right, here's a clue – it's a huge, two-player, multi-level, sideways-scrolling beat-'em-up conversion thingy, it's been programmed for Virgin by those groovy fellas at Probe Software, and it all looks rather spiffing. So much so that even RICH PELLEY might like it (although somehow we doubt it).

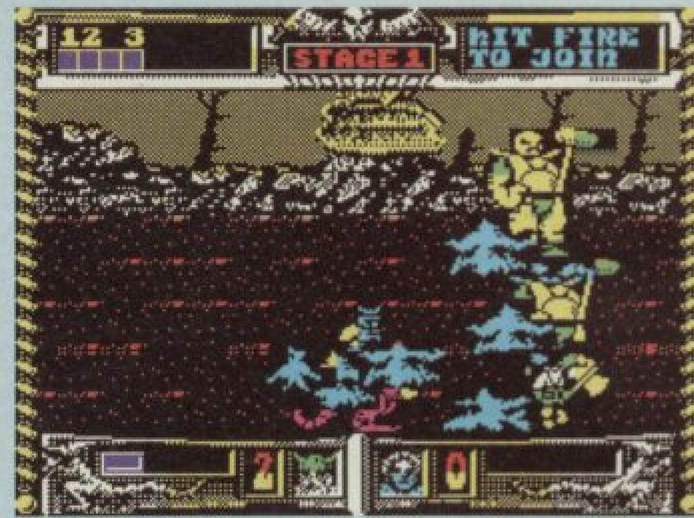


GOLDE

Yep, readers, it's me, and I'm currently wandering aimlessly around Croydon (somewhere near London – I think), trying to find those ever-so-nice Probe people so I can check out the newey they're working on for Virgin, *Golden Axe*. Hmm. Is this the place? Looks more like a hotel to me. Oh well, let's pop in anyway. Dum de dum. Ah-ha! There are fancy computers and expensive things everywhere. (Looks like this is it after all!)

Wonder what's in here? Blimey! Some strange man has just leapt out from behind the door and is bounding towards me, shrieking rather loudly! Luckily it's none other than Jo Bonar, this bloke who I'm supposed to, erm, 'meet' (for some reason). "You're just in time for *Neighbours*," he chortles before hurling himself back into his chair and thrusting me into another. (Oh good – thought I was going to miss it today as well.)

(Twenty minutes later.) What a complete load of crap that was – I love it. Anyway, back to *Golden Axe*. That is what I've come to see, isn't it? (Let's hope so.) So tell me, Jo, what's it all about then?



It's the end of the first level and I've just used my magic, hence all those funny blue splodges all over the place.

"Um, erm, oo-er. Dunno. Hang on a mo," and he promptly legs it out of the room, returning pronto, beaming readily and clutching something which looks suspiciously like an instruction booklet, which he dumps in my lap. "Here you are." Unfortunately, the instructions are in Japanese, which isn't really much good (my Japanese is, ahem, 'a bit rusty', you see) but it's a brave attempt all the same. Sorry, you're going to have to do better than that, Jo. Jo? Oh dear. After sneakily distracting me with the Japanese booklet, Jo's gone and skulked off to the pub instead.

Luckily, a nearby and slightly more sane Commie 64 programmer gives me some proper instructions, and hands me a copy of the Speccy version of *Golden Axe* to play. And play it I do. So I suppose you want to know what it's all about now, eh? Well, settle back, chumbos, and I'll tell you...



Here's one of those dragon thingies. By the way, in case you're interested, there are three different types of dragon – a red one, a blue one and a strange one which is half chicken (?). The chicken one can whack people with its tail, the red one can breathe fire and the blue one, well, I haven't a clue what he can do.



Here's one of the blokes who rides the dragons. If you can knock him off then you can ride the beastie instead, making things much easier. But watch out that someone else doesn't knock you off as well!

Everything you wanted to know about *Golden Axe* (and a little bit less)

Basically, there are three people – a barbarian, a dwarf and a girlie, and they're all very good chums. You take the part of one or two of these characters (it's a simultaneous two-player affair, spook-fans) and off you trundle, sword or axe in hand, on a mission to kill this Death Adder chappy. I can't really be bothered to go into the reasoning behind all this (it's tre-mendously boring) but take it from me – this bloke has got it coming.

And that's all you really need to know. (Oh yeah, except that you have to rescue some prince and princess along the line somewhere, but I'm not quite sure where they fit in. Who cares about all this plot rubbish anyway?)

As I've said already, *Golden Axe* is a beat-'em-up, so (as you'd expect) there are loads of different moves to get to grips with. Try slashes (with your sword), kicks and stabs, and also this great one where you sort of jump up in the air and stab the blighter in the head. Hee hee hee. However, rather than having to fiddle about with your joystick for hours to work out what combination does what, some of them are sort of done for you – the program decides which would be the best move at any particular moment and then, erm, does it. (Clever, eh?) Each character also has a unique move which the other two can't do. The girlie has a flying kick, the barbarian has a shoulder barge, and the dwarf can bounce around and headbutt things – sort of a yobbish



Our heroes (from left to right) – Ax Battler (the hunky bloke), Tyris Flare (the hunky woman) and Gilius Thunderhead (the crap small one).



Here are lots of other baddies and things. Interesting, eh? If you can't be bothered to pick them off one by one, then why not pop their cloggs using your magic instead?



These guys appear at the end of each level in different numbers and combinations. Um, just kill them basically.

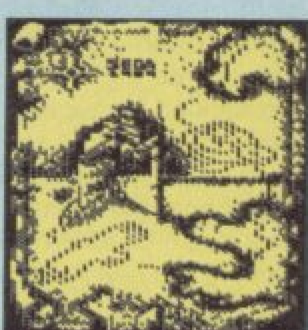


Sorry, but I'm too busy jumping around and killing everyone to tell you anything about this screenshot. Just have a look for yourselves.

version of Zebedee from *The Magic Roundabout* really. Or maybe not.

One thing that this game definitely boasts is variety. Take the hefty dollop of colour for example – people, background et al. Boy, is there loads or what? (In fact, I was so shocked I almost fell off my bicycle!) And on the baddy front, there're absolutely squillions of the blighters – skeletons, blokes with big spikey ball doobries, girlies (yes, girlies) and loads

EN AXE



Every level this feather pops up and draws on the map how far you've got. One bit looks like a turtle, and another like a bird. Not too sure why, but there you go.

more. As well as the baddies on foot, there are also some mounted on these dragon thingies – knock the riders off and you can clamber on yourself and really add to your firepower! (Quite literally in fact – the dragons breathe flames, or can be twisted round to knock someone over with a flick of the tail.)

What else is there? Well, at the end of each level (of which there are five, by the way) you have to face different combinations of big bad guys before you can get on to the next bit (if you see what I mean). Some of them look sort of bald and Chinese and come equipped with giant hammers, while others have a sword and a shield. Whichever you get, they can cause you some serious problems.

And there's more!

Oh yeah, something I forgot (until just now) is that there are also these small blue chappies running about all over the place. If you're quick enough to whack one over the head he'll drop a little blue magic bottle. *(But what's a magic bottle? Reader's voice)* Just hold your horses, I haven't mentioned them yet, have I? Each character has a different magical skill, you see. The barbarian can cause these big explosions, the girlie can set things on fire, and the dwarf chappy can make these big spark thingies come down from the ceiling and zap things. All of them have basically the same effect – blasting everything on the screen at once, like a smart bomb – but in different ways. The more bottles of magic you collect, the more effective the magic is. For example, if the barbarian only had one bottle then his magic would cause a series of tiny little explosions across the screen (and only a small amount of damage to any baddies present), but with four there'd be a massive, big (and very deadly) one. See?

Though the little blue blokes appear sporadically throughout the levels, there's also a special bonus screen at the end of each one where there are oodles of the blighters running back and forth – whack a blue one on the head and you stock up on the magic front, a green one and you get some food to replenish your energy.

And there you have it. I have to say I'm very impressed – *Golden Axe* really does look like it's going to be a beltingly good little number. Graphics are tops, with absolutely loads of colour, sound hasn't gone amiss and overall the gameplay seems to work very well indeed. The fantasy elements (especially the weird baddies and little dragons you can ride) make it far more varied than most beat-'em-ups too. It's brill, and if this isn't a Megagame then I'll eat my trousers. *(But with the width of your trousers that'd take all week! Ed)*

Precisely.

An interesting chatty sort of bit

Ah-ha. Here comes Jo back from the pub – at last! Right then, Jo, so you wrote the thing did you?

"Erm, no. That was done by David Shea (code) and Jason Green (graphics) who aren't here at the moment. In fact, they're at home."

So what did you do then?

(Long pause.) "Erm..." (Thinks for ages.) "I, oh yes, I, erm, 'carefully co-ordinated' it." (Looks a bit anxious.)

Oh, I see (?). So how did you people go about converting an arcade game to the humble Spec then?

"Well, first we videoed the entire game to look at the map, and to get all the backgrounds right and things. We then photographed all the characters close-up, and went through them seeing which ones we didn't need and could chuck out. We could also cheat a bit – y'know, use the same legs for people in certain places, like when they're on the dragons and things."

Righty-ho. Sounds good. Have any probs?

"The biggest problem was fitting it all in. (Sniggers for a while.) Unfortunately, some of it just had to go. For example, Level Two is meant to be set on the back of a turtle, and it sort of swims along as you go. We just couldn't get this into the Speccy, but seeing how it doesn't actually affect the gameplay at all it didn't really matter. There was also this bit in the arcade game where this whopping great dragon head comes down and blasts everybody to pieces but there just wasn't enough room for that either. The only thing which I'm sorry we had to miss out is that you can't fight each other anymore (unlike in the original) which was a pity 'cos there's nothing better than giving your best friend a good belt around the head with your sword every so often to keep up the 'spirit' of things. Naturally, the whole caboodle's multiload, but there was no way we could avoid this – it's just so damn large. (Sniggers again.) Ho hum."

Hmm. So what plans have you Probe people got for the future then, Jo?

"Well, I'm not really supposed to tell you (it's all extremely confidential, y'see), but let's just say that everything looks pretty damn bright and cool and dandy."

Okay, we'll say that then, if you really want to. (Actually, folks, their next big thing is *Apprentice* – check out *Future Shocks* for more details. Jo just seemed to forget about this.) Well, looks like that's just about everything. So then, matey, are you pleased with the overall finish of *Golden Axe*?

"Well, at the end of the day, it's all been worthwhile. They put in 101%, and in the eyes of the English public they came out on top, and you can't take that away from them."

Um, quite.

Clobbering one of these short squirts (who appear during the game and in the bonus levels) over the head will give you a magic potion. You can collect this for a sort of smart bomb effect, or some food to replenish your energy.



Blimey! Mr Death Adder himself (you have to kill him right at the end of the game, by the way).



FAX BOX

Game	*Golden Axe*
Publisher	Virgin
Programmers	Probe Software
Price	£9.99 cass/£14.99 disk
Release Date	Early October

ADIDAS CHAMPIONSHIP FOOTBALL

Ocean/ £12.99 cass/ £17.99 disk (128K only)



Matt No, don't say it! This isn't 'just another footie game'! It is, in fact, a cause for celebration. You see, with crossed fingers and a bit of luck, it should be the last major soccer release we'll see for, ooh, ages and ages (I hope). Massive sighs of relief can be heard from everyone here in the *YS* office.

So. *Adidas Championship Football*. It is, of course, a World Cup game - a very late World Cup game, but a World Cup game nevertheless. Weirdly, and perhaps after a little chat with lawyers from official licence holders Virgin, it doesn't actually mention the words 'World Cup' at all, but goes on about an unnamed, Adidas sponsored 'knockout competition between 24 teams representing the best footballing nations in the world.' This slightly bizarre skirting of the issue hasn't actually damaged the game itself though - in fact it actually represents the real World Cup contest better than perhaps any of the current batch of games (with the possible exception, that is, of US Gold's *Italy 1990*).

The front end (as we say in the trade) is particularly impressive. First up you get the country names spinning around for random selection into World Cup groups (except of course it's not 'the World Cup' at all), quickly followed by an animated coin flick to decide whether you get to kick off or not. There are screens where you can save the current championship to tape, select the formation your boys are going to play in the upcoming game (not that it made too much difference to the outcome in my experience) and so on. Nifty graphical touches crop up in the actual footie bits too - windows showing the ref blowing his whistle, yellow cards, red cards and so on. Almost identical to the US Gold game is the animated sequence that crops up every time someone (usually the other side in my experience) scores - the word, erm, 'Goal!' bounces up and down frantically on a giant digitised scoreboard.

What isn't almost identical though is the gameplay. Instead of the usual sideways on or forced perspective viewpoint everything is seen from directly overhead (like in *MicroProse Soccer* or *Kick Off*) with one team playing up and the other down the screen. Things scroll quite smoothly in all eight directions and everything is drawn in a 'nice' green monochrome - the little men coming in grey and, um, darker grey strips, though for all that they're actually quite easy to tell apart, the one you control being indicated by a little arrow pointer.

GROUP 1	P	W	D	L	F	A	PT
FRANCE	01	01	00	00	04	01	03
SWITZERLAND	01	00	01	00	03	03	01
SCOTLAND	01	00	01	00	03	03	01
YUGOSLAVIA	01	00	00	01	01	04	00

GROUP 2	P	W	D	L	F	A	PT
ARGENTINA	01	01	00	00	02	00	03
BRAZIL	01	00	01	00	03	03	01
W. GERMANY	01	00	01	00	03	03	01
BELGIUM	01	00	00	01	00	02	00

GROUP 3	P	W	D	L	F	A	PT
AUSTRIA	01	00	01	00	00	00	01
HUNGARY	01	00	01	00	00	00	01
U.S.S.R.	01	00	01	00	02	02	01
CZECHOSLAV.	01	00	01	00	02	02	01

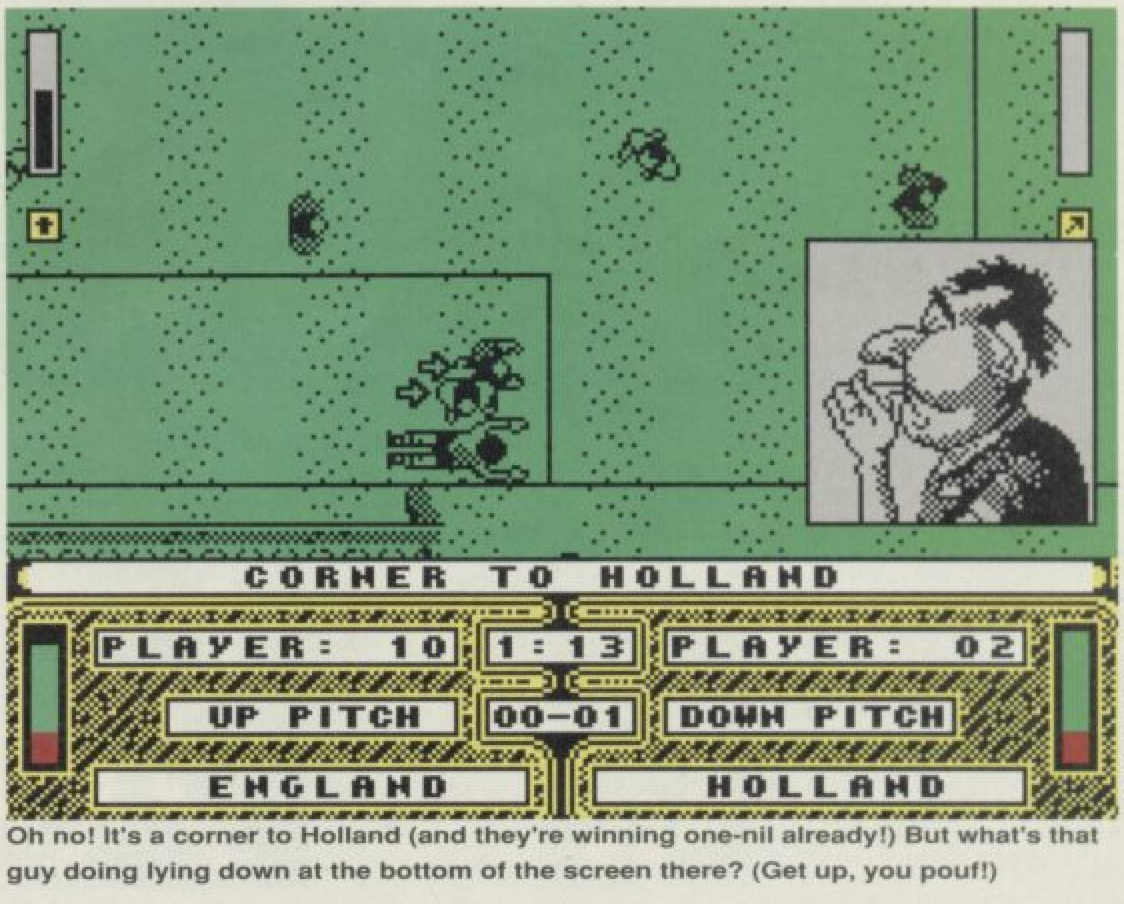
One of the nifty intro screens - Group 2 looks a toughie, doesn't it?

People who know the brilliant 16 bit game *Kick Off* will understand what I'm going to write next, but I'm afraid the rest of you will be a bit lost (sorry). You see, the version of *Kick Off* they released on the Spectrum was a bit of a mess really (especially visually) so there's still a whopping great hole in the market waiting for a true 8 bit replica to fill it. And - I'm happy to say - it looks like *Adidas* might be the game.

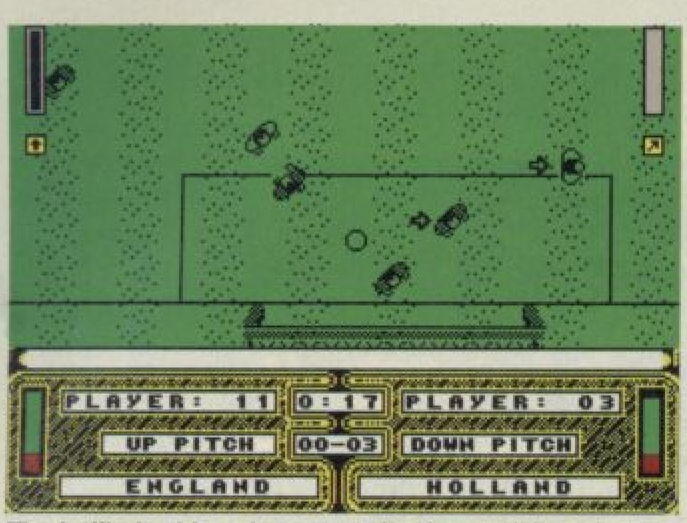
Y'see, while it might not be as fast or as smooth as the original, it plays in a very similar sort of a way. Things whip around the screen at quite a rate (though unfortunately it looks more like they're booting a big, wobbly balloon around than a football!) and you can change from defending frantically to making a goal-scoring break in a matter of seconds. Power meters show how hard you're kicking the ball (and a little arrow underneath helps to chip it or whatever) while tackles are fairly easy to execute too (keeping them clean is another matter of course). Unlike in *Kick Off* you even get (limited) control of your goalie during the game, and very necessary it is too - though switching to him quickly takes some getting used to.

This all makes for a fast and frantic game, and quite a hard one too - if you're not paying attention it takes no time for the computer controlled teams (if you're not playing in two player mode) to rack up an eight-nil (or whatever) lead.

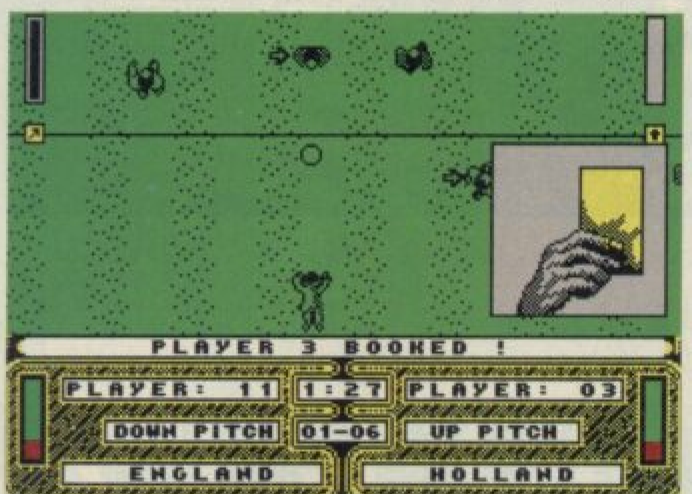
Unfortunately though it has its faults, chief of which I found during my second or third match. From kick off you can simply dribble in a straight line up the screen into the enemy goal. You might get tackled a couple of times, but if you avoid the guy who stands directly in your way these'll all be from behind and thus bookable offences. With a bit of luck you'll be able to score without even kicking the ball (as such) once!



Oh no! It's a corner to Holland (and they're winning one-nil already!) But what's that guy doing lying down at the bottom of the screen there? (Get up, you pouf!)



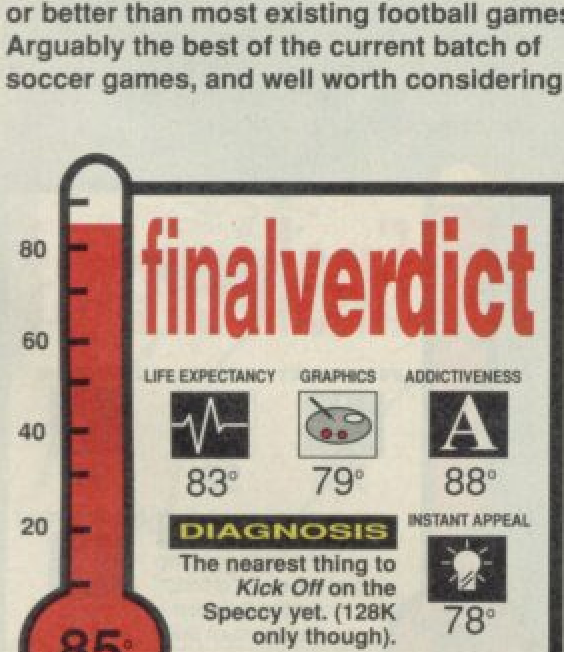
The ball's looking dangerously close to the net - I think Holland's going to score again. (Oh dear).



Uh-oh! Yellow card! (Player Three must think he's Vinnie Jones or something!)

What else can I say about the game? Well, it's 128K only (which we haven't seen for a while) and as such comes with a fairly hefty price tag, something not really justified by the packaging, which is nowhere near up to the standard of, say, *Italy 1990* with its neat World Cup souvenir booklet. However (and it's a big 'however') initial batches do come with an extra cassette - a special 12" mix of New Order's *World In Motion* World Cup song, just the thing to get you in the footie mood.

So, to sum up. Well, apart from a tragic mistiming of the release so it fairly and squarely misses World Cup fever, *Championship Football* has a lot going for it. It's well presented, quite tricky, and (apart from a few annoying glitches) plays as well or better than most existing football games. Arguably the best of the current batch of soccer games, and well worth considering.



JOYSTICK JUGGLERS

Picture the scene: you're sat down in front of your Speccy, you've picked the game you want to play, you've plopped it in the cassette recorder and you're waiting (yawn) for the blooming thing to load. So what do you do now? You go and make yourself a drink, don't you? But what beverage should you chose? Let's go and ask the Jugglers for their preferences...



Matt Bielby Matt's a bit of a tea man on the quiet. Or rather, Matt's a bit of a tea man on the loud - he's incredibly fussy about what he drinks (and doesn't mind telling everybody about it too). For instance, he won't let sugar near his cup - or milk! What, you drink black tea? we asked him. 'Well, it's more a sort of yellowy brown, but yes, you've got the picture. Milk drowns the flavour of the leaf, you see. You've got to let the drink breathe!' Anything else you require? 'Yes, the cups - never mugs - have to be bone china, and ideally have a little flowery pattern around the rim.' But surely that doesn't change the flavour in any way? 'Um, no,' he finally admitted,'I guess I just like flowery patterns.'



Rich Pelley For Rich, what with his constant all night rave-uping and bizarre dress sense, there could really only be one drink - Lucozade. Not only would its trendy street image fit in with his baggy 'look', he physically needs the extra energy the high sugar content gives him to lift his trousers. Are we right Rich? What do you actually drink? 'Um, Lucozade actually.' You see, a bit of a forgone conclusion, wasn't it?



Kati Hamza You all know what Kati's like by now, don't you Spec-chums? That's right, she's just about the ficklest character in the world, never sure what she wants and always looking towards the next thing before this one is even over. By now she's been through just about every beverage on earth (twice) which must be why we caught her plumping for the (disgusting) Van Houten Hot Chocolate from the *YS* coffee machine last time she was here. Are we right Kati? Have you never had it before? 'No. And I won't try it again in a hurry either!,' she told us, 'It's absolutely revolting!'



Jonathan Davies Jonathan's more at the other end of the scale. He's the sort of bloke who you might see sitting on his own in the corner of an 'old man's pub', nursing his pint (even though he's only just gone 20). But what sort of pint do you go for, Jon? Perhaps a mild (it's cheap)? 'Actually, I really go for Murphy's - you know, the one that's like Guiness but more exclusive.' Really? Have you seen the advert for it? You know, the one where the Irish American bloke takes the black bloke to this 'secret' bar, but the black bloke's been there before and knows the barman and asks for 'his usual' which is a pint of Murphy's and totally flabbergasts the Irish bloke. Then the black guy winks at the camera? 'Um, no actually I haven't.'



Jon Pillar A new face to Jugglers, Jon's been a bit of a disaster so far. (We let him talk us into giving him a go at drawing his own Jugglers cartoon, and look at it. Oh dear). Jon is (amongst other things) obsessed with private eyes and stories about private eyes. He really thinks they're the bee's knees. In fact, he thinks he is one. So what do private eyes drink then Jon? 'Well, it depends really. If they're on a stake out they drink coffee - cup after cup of it to stay awake, yet they never seem to want to go to the loo afterwards. However, if they're sitting at home feeling depressed at the state of the world (or whatever) they drink neat whisky. Me? I do both of course! (Though I must admit, I haven't quite got the 'not desperatly needing to go to the toilet after six gallons of coffee' bit sorted out just yet).'

Ocean/£9.99 cass/£14.99 disk



Rich Cor blimey, Spec-chums, *Shadow Warriors* looks such a scorcher that this could quite possibly be the first review I've ever written that doesn't once resort to the word 'crap'!! (Oops! Well, perhaps not.) And you can rest assured that I definitely won't be using the words 'boring', 'un-addictive', or indeed 'not very colourful' anywhere either. (Well, not outside of this intro bit anyway.) You see, it's actually a bit of a corker!

So, what's it all about then? Well, it's a beat-'em-up, but a rather different offering from most of the ones we've seen lately. It's a scrolly for a start (so all you people hoping for straight hand-to-hand combat can go away right now), and (secondly) it's got blinkin' massive sprites – just take a look at the screenshots for proof. Happy yet? Well, if you're not just check out the 'thirdly' – the scenery's not just there to look pretty, ho no. You can actually 'do things' with it too! And fourthly, it's, um, erm... I can't think of a 'fourthly' actually, so let's leap straight into the review.

Right, here we are in the game and just look at my muscles! (Big, eh?) But (uh-oh!) they're not as big as the ones on these guys heading straight towards me! A quick waggle with the joystick should sort them out I think, but what's this? I don't seem to be attacking them, just doing some sort of funky dance instead. What's going on, readers? (Actually, what's happening is that I'm doing this sort of fancy kick thing which involves hurling all your limbs around aimlessly – come to think of it, it is rather like my dancing actually – so all I have to do now is move a little closer to them and – yes! – I'll knock them to the floor.)

You see, unlike most beat-'em-ups, you don't have to keep wibbling your joystick to repeat a move, you can just sort of hold it in one position and your character will keep going until you let go. Other moves include jumping in the air (to get out of trouble, or up onto an overhead platform), rather groovy back-flip-cum-kick-the-git-in-the-head thingies, and all sorts.

Onto the next bit now, and I'm wading along a road packed with baddies, this time including some nasty big ones armed with whopping great tree-trunks! Slapping the joystick into first (ie pushing it upwards) I leap high in the air and find myself swinging back and forth from a lamp-post thing above them, clobbering them a few good ones in the head. (Told you you could interact with the scenery – you can swing from it, you can jump up onto it, you can kick suitable-looking bits to reveal handy bonuses and so on. It really is the biz!)

On the baddy front, there's lots of variety too. Fat ones, thin ones, sort of average-looking 'normal' ones, hog-mounted bikers (who chug onto screen) and (of course) your unfeasibly gigantic end-of-level ones, some of whom are actually larger than the screen – they're all here. It's all very colourful too, which makes it even more remarkable. Watch out for some incredibly neat background effects as well, particularly the massive cars that rumble diagonally across the screen on Level Two.

It all sounds pretty good so far, dunnit? And believe me, it is. Although it doesn't demand as much skill as something like *Renegade* (speed and luck are what's called for really) it's still very involving to play. I did find it a bit too easy to get completely trapped between two blokes who were more than happy to punch me to death, but perhaps that's just me being crap. (Oh no, there's that word again!)

So there we have it. *Shadow Warriors* – a very technically impressive beat-'em-up (with perhaps the emphasis slightly more on being technically impressive than on the actual beating-people-up bit) that's not 'boring', not 'un-addictive' and not 'not very colourful'. And it's not 'crap' either. (Of course, it's multiload – on the humble 48K, that is – but what do you expect with all those fancy graphics?)

Every time you get knocked over you lose a little blue square of energy, which looks like this. Lose all four and you lose a life. Lose all three lives and you lose a credit. Lose all six credits and, erm, it's the end of your game, matey.



As this piccie shows, it is possible to find a sword somewhere along the line. (Try kicking in phone boxes etc.) things.)

You can jump onto these strange hook thingies and swing about – belting any nearby enemies in the head (should you wish).

These cars don't actually do anything (I think) except look 'nice' as they drive diagonally across the screen.

And here's the big bloke himself. He'll take quite a few knocking-downs before he finally dies.

Yikes! That big bloke looks like he's clobbered me one with his big stick!

There's a sort of 3D effect so you can walk up and down the screen. Coo.

SHADOW WARRIORS

YOUR SINCLAIR MEGAGAME



As you can see there's loads of colour and squillions going on at once – that huge mess to the right is actually loads of people coming to duff me in. Oo-er!

finalverdict

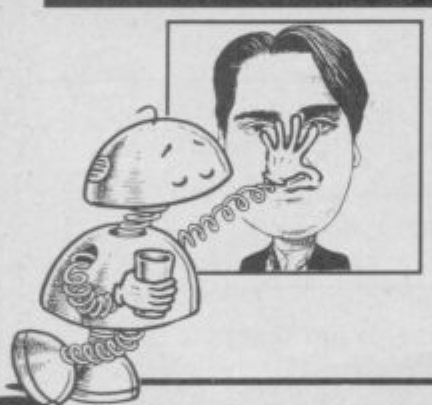
LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
79°	92°	91°	93°

DIAGNOSIS Technically astounding beat-'em-up, full of colour and action (but doesn't need too much skill).

90°


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GOT A PROBLEM WITH YOUR COUPÉ? YOU NEED...



ROBIN ALWAY SAM SURGEON

So, what's the latest on the SAM saga? Well, it's still all a bit in limbo really. At the time of writing, all the staff have left **MGT**'s Swansea headquarters, leaving **Alan Miles** and **Bruce Gordon** to find a buyer of some sort. Though nothing has been finalised, and there still seem to be two or three possible paths along which things might start moving, Alan Miles seems confident something will be sorted out soon. "We feel that we can see a way forward, and we're fairly sure we're on the verge of bringing back the Coupé," he said, "though just at the moment nothing's been finalised as far as a buyer for the machine is concerned.

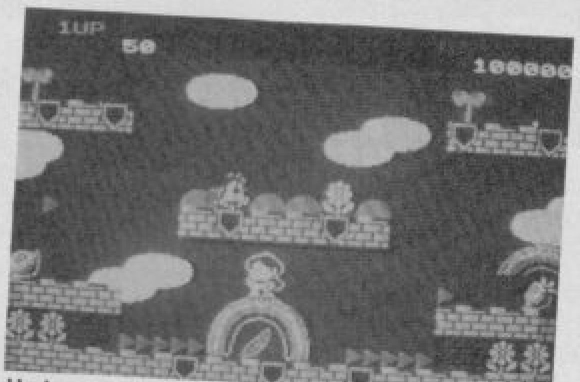
"However, Bruce and I are just about to launch a new company which will be there to support people who've already bought the SAM product. We haven't got a name or premises sorted out yet, but we'll be making sure all the ROM upgrades get sent out, publishing a few pieces of software and making sure warranty support continues for existing users. We may even get round to buying some of the existing stock of SAMs from the receiver, though we're not sure about that yet. We think it's better to do this than just sit tight and wait for something to happen. At least this way we're offering something to people who bought the machine. As you can imagine, we're going to have to get in touch with a lot of people!

"Anyway, as I say, no details are sorted yet, but hopefully we'll be able to tell you more about it all next month."

Righty-ho. We look forward to talking to you. In the meantime though, it seems we printed a few cock-ups in the SAM Surgeon column last issue. For a start we said there were problems with the **ASIC chip**, which meant that it was impossible to implement MIDI on the machine. "Not so!" says Alan. "There's nothing wrong with the MIDI at all. I know where that story came from – one person was having difficulty with a particular thing, but the reason wasn't the ASIC chip, it was something else that was going wrong."

Bob Brenchley of **INDUG**, the SAM user group, agrees. "I know of no problem with MIDI and none have ever been reported by any members of the user group." He also points out that the INDUG **phone number** we printed last issue was incorrect – it should be 0452 412572 (so apologies to whoever it was received all the INDUG phone calls).

As to what really went wrong at MGT, he has this to say – "MGT did *not* overproduce in the pre-Christmas period, in fact every machine made before Christmas went out to end users, and even after the holiday period there was still a real shortage of SAMs until production caught up with demand. There is nothing like 6,000 machines in stock at MGT and never has been."



Ha ha – fooled you! Nope, *Rainbow Islands* is not compatible with the Coupé.

On the subject of the SAM's **price**... "The original target price for the SAM Coupé was £150, and the actual launch price of £169.99 was not far above that. It is also wrong to compare the price of the SAM with the Atari ST unless you also take into account the price of software."

On the subject of **software**... "Okay, there isn't much SAM-specific software at the moment, but there was just as little support when the ST first appeared on the world market. I can remember magazine articles (over a year after its American launch) bemoaning the lack of software."

On Spectrum **compatibility**... "With one or other of the MGT emulator programs, the excellent ***SAMTAPE 2*** program from **Lerm Software**, or running with a Spectrum ROM image loaded, SAM enjoys more compatibility than the dreaded +2A. New Spectrum software should, if the software companies don't want to miss potential business, be tested on SAM before release. Remember, thousands of 48K Spectrum owners are looking to the SAM Coupé as the logical upgrade, and they may look for future SAM compatibility in the games they buy for their existing machine."

Okay-dokey, Bob, but what about the future? Do you really see the rebirth of the SAM Coupé?

"Well, INDUG will continue to support the Coupé. Already three books are being worked on for publication later this year. Software companies have phoned to give their support too, as have hundreds of SAM owners. It should only be a few weeks before SAM is back in production and we all hope it goes from strength to strength. The support of everyone will see SAM, which is the only British computer on the market, succeed and become the number one home computer in the UK."

Fighting talk, eh, SAM-chums? Watch this space for next month's exciting installment!

SAMTAPE Revisted

A few months ago, **Lerm Software** unleashed their ***SAMTAPE*** utility on an unsuspecting world. Grown men wept openly with joy, children danced in the streets and the blind regained their sight... well, maybe not, but on loading it for the first time I did bite a whole Polo in half, rather than employing my customary suck-until-it-dissolves method, such was my excitement. For those who missed my mention in issue 54, it's basically a nifty package of two programs which greatly aids the transfer of old Speccy faves onto your Coupé. And already, as if by magic, Lerm have updated it and released ***SAMTAPE 2***, a new odour-free, boil-wash-white-without-boil-washing version. And very good it is too.

Main enhancements from the first one include an easier-to-follow manual and instructions, and software allowing you to customize and transfer your tape-based ***Tasword 2*** onto SAM. Lerm claim full compatibility with both versions of the SAM ROM and their excellent user support means the £9.99 asking price is pretty much throbbing with value. Owners of the original qualify for an update at an even more reasonable price. You can find Lerm at 11 Beaconsfield Close, Whitley Bay, Tyne and Wear NE25 9UW (but it's probably easier to write them a letter instead).

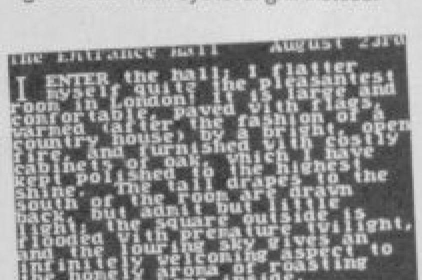
No Way, Coupé!

So you don't waste time and greenhouse-effect-quickening amounts of electricity the following Spectrum games have been confirmed as incompatible with SAM by MGT themselves – ***X-Out***, ***Vampire***, ***Top Gun***, ***Stop The Express***, ***Rainbow Islands***, ***Football Manger*** and ***Doomdark's Revenge***. Also ***Firelord*** and ***Hit Squad*** load on side two only and the original Speccy versions of ***Ghost 'n' Ghouls***, ***Strider*** and ***BlackTiger*** are "sensitive" so proceed with care (and lots of swearing).

Rather Handy SAM Tips No 1

The three most boring things in the world are cabbage, Belgium and loading software into your Coupé from tape. Actually, I lied about that last one in the cause of creating (and failing, as you witnessed) a snappy but alarmingly relevant intro. Still, loading stuff from cassette can be a pretty dull pastime, although not up to my real third-most-boring thing (the list of ingredients on the back of toothpaste tubes), and it can only be enhanced by this wacky hint from Kenny Anderson (reward's on its way). All you need is a Coupé, smarmy hi-fi with high-speed dubbing and, I'd imagine, extremely small fingers.

To experience the benefits of high-speed loading, insert Speccy cassette of your choice into the Playback deck of your stereo. Open the other cassette deck (the Record one) and look for the 'write protect' tab. That's the small lever to the top left/bottom right of the deck. Hold it down and press the Record button. Switch on the high speed dubbing and press Play on the Playback deck. The tape in the deck will start at high speed. The Coupé can apparently detect this and adjust itself accordingly. Clever so and so. Hmm, my Amstrad Tower System hasn't got high-speed dubbing. Don't suppose anybody's got a tip relating to my brilliant new cermanic-hob, carbon-filter-extractor fan-gas cooker with eye-level grill instead?



Here's a blast from the past – olde Megagame *Jekyll And Hyde* gets up to its schizo tricks in *Enigma*.

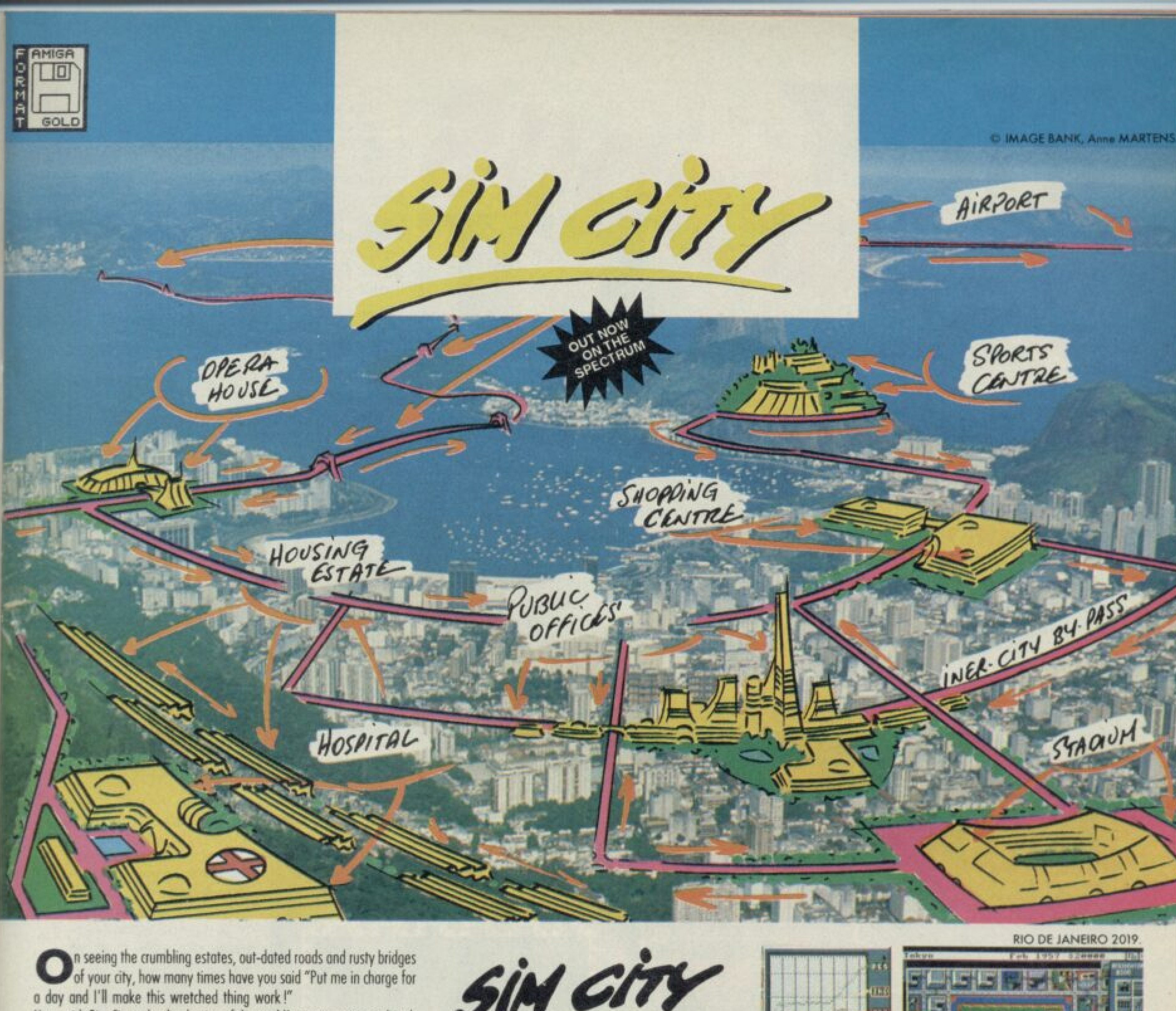
Fanzine SAM Time

It's heartening, great and generally A Very Good Thing Indeed to see quite a few SAMsters making like Robert Maxwell (well, sort of) and having a go at writing and publishing their own Coupé fanzines. There's only room to mention one offering this month but I'll try and squeeze details of the rest I've heard about in next column.

The mag in question is **Enigma**, an acclaimed (by me anyway) independent Speccy tapezine that's both fully Coupé-compatible and well worth bagging. The latest issue is packed to the spools with good stuff. As well as a top-notch mix of reviews, columns, news and opinion there's the first part of a YS Megagame adventure, ***Jekyll & Hyde***, and a world-first (or so I'm told) Coupé music demo. This features some of **Jonathan Dunn**'s (of Ocean fame) Speccy ditties but with special extra twiddly bits especially added for Coupé owners. *Enigma* costs £1.99 on tape from 15 Westfield Road, Inverurie, Aberdeenshire AB5 9YR.

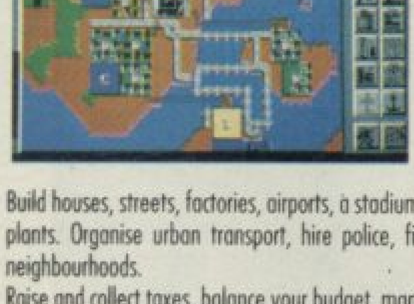
Salut!

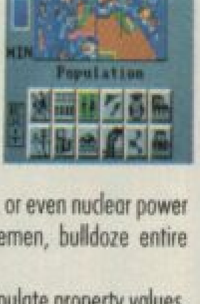
Erm, that's it for this issue. While you're crossing off the days 'til the next one get in touch with me by sending anything the tadish bit SAM Coupé-related to Robin Alway, SAM Surgeon, *YS*, 30 Monmouth Street, Bath BA1 2AP. I'd be eternally grateful (for a few days at least).



RIO DE JANEIRO 2019.

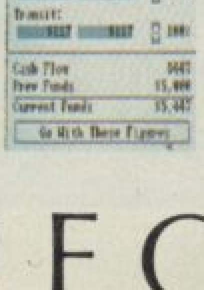
On seeing the crumbling estates, out-dated roads and rusty bridges of your city, how many times have you said "Put me in charge for a day and I'll make this wretched thing work!"
Now, with Sim City, take the destiny of the world's greatest cities in hand. Or take charge of a new evolving and growing city. Become both mayor and city planner of a dynamic real-time simulation.





Build houses, streets, factories, airports, a stadium, or even nuclear power plants. Organise urban transport, hire police, firemen, bulldoze entire neighbourhoods.
Raise and collect taxes, balance your budget, manipulate property values. Sim City is alive. It's loaded with animation and detailed sound effects. Build roads, cars appears. Lay tracks, trains go. Build an airport, planes fly. Neighbourhoods go upper-class. Areas deteriorate into slums. Small industries grow into huge factories. Everything is managed and animated in real

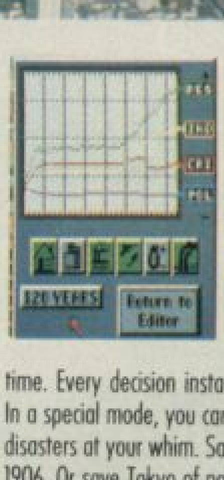


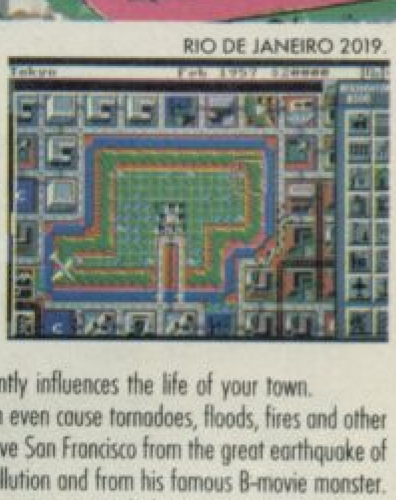


SIM CITY

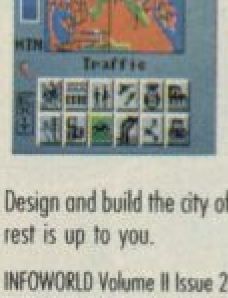
What you should know about the game of the year.

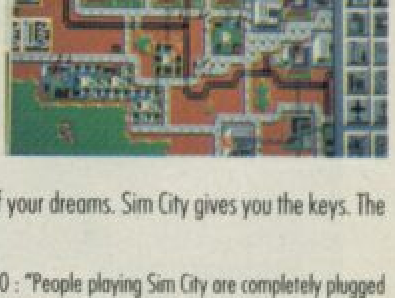






time. Every decision instantly influences the life of your town.
In a special mode, you can even cause tornadoes, floods, fires and other disasters at your whim. Save San Francisco from the great earthquake of 1906. Or save Tokyo of pollution and from his famous B-movie monster. Sim City is an all-absorbing unique game which contains 8 pre-defined scenarios : e.g San Francisco, Tokyo, Rio de Janeiro... With it's exceptional depth of play, it's still simple to play with icons and graphics, without text commands.





Design and build the city of your dreams. Sim City gives you the keys. The rest is up to you.

INFOWORLD Volume II Issue 20 : "People playing Sim City are completely plugged into the world they create, disappearing for hours."
NEW YORK TIMES : "The model is very sophisticated, yet understandable. And just as important, it's fun, too."

MAXIS INFOGRAMES

RICK DANGEROUS II

Rick Dangerous, eh? What a guy! Last year he dodged boulders, leapt impossible gaps and tussled with pigmies (amongst other equally risky things). This time round he's sneaking aboard alien space ships, wrestling polar bears, and bounding up rather tall trees. 'I'd rather stay at home and watch *Baywatch* actually,' says MATT BIELBY...

Picture the scene: there we all were on the grass outside the *YS* shed, trying to make some choices for the *Games Of The Year* '89 award thingies. As you might expect a lot of people plumped for the obvious (*Chase HQ*, *Carrier Command* and the like) but every so often a really simple looking, unpretentious little game would get mentioned. It wasn't a big arcade or film licence, it didn't push forward any great technical boundaries, to be honest it hadn't really attracted that much attention at all when it first came out. But somehow it'd still managed to make a surprisingly large impression, and it soon became crystal clear why that was. And why? Well, simply that everyone found it dead playable, of course! It didn't win any awards (either from us or elsewhere, if I remember) but nobody had a bad word to say about it.

That game (as you should have guessed by now if you're not ultra-thick) was the first *Rick Dangerous*, and a right little corker it was too. At the time (mid '89 I guess) it was mega-gigantic things like *Carrier Command*, *Times Of Lore* and *Total Eclipse II* that were making all the headlines, so when little *Rick* - something you didn't need a 124 page manual to play! - came along it was like a breath of fresh air.

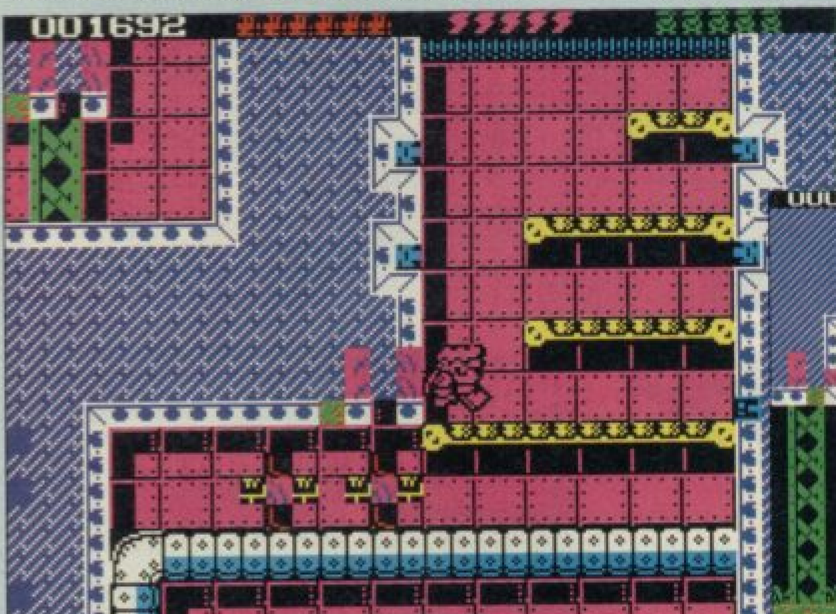
Actually, I lied a bit a back there. People did have a bad thing to say about *Rick* - just one - and that's that they found it a little bit too hard. Just because a game is easy to get into doesn't mean it can't be incredibly tricky, and *Rick* is a case in point. MicroStyle actually brought out a special 'easier' edition of it fairly recently for all those people that never got past level two - an almost unprecedented step.

But anyway; the new *Rick Dangerous* game. Those who completed the first one (ie. about three people probably) will know that the end of *Rick (1)* rather neatly sets the scene for *Rick (2)* - yep, they apparently planned for a sequel that early on! His first adventure completed, Rick is entertaining a lady friend in a restaurant in Hyde Park when -yikes! - a giant alien space ship plops down right next to them! Everybody else runs away (of course) but (Rick being Rick) our hero legs it in the opposite direction - straight up inside the alien ship! - thus paving the way for this newie. Yes, you guessed it, it's Rick in space!

Blimey! But wasn't Rick meant to be a jungle hero (just like Indiana Jones)?

Well yes, and then again, no. As you so cleverly deduced, *Rick (1)* was (ahem) 'heavily influenced' by the Indiana Jones films (and the various jungle adventures that came before it). However Rick himself wasn't really conceived as an Indiana Jones type only - he was more your universal hero, who could (in sequels) look and act like any traditional adventurer the programmers fancied.

Thus *Rick (2)* leans heavily on another



Check out that funny shaped blob in the middle of the screen - yep, it's our Rick!



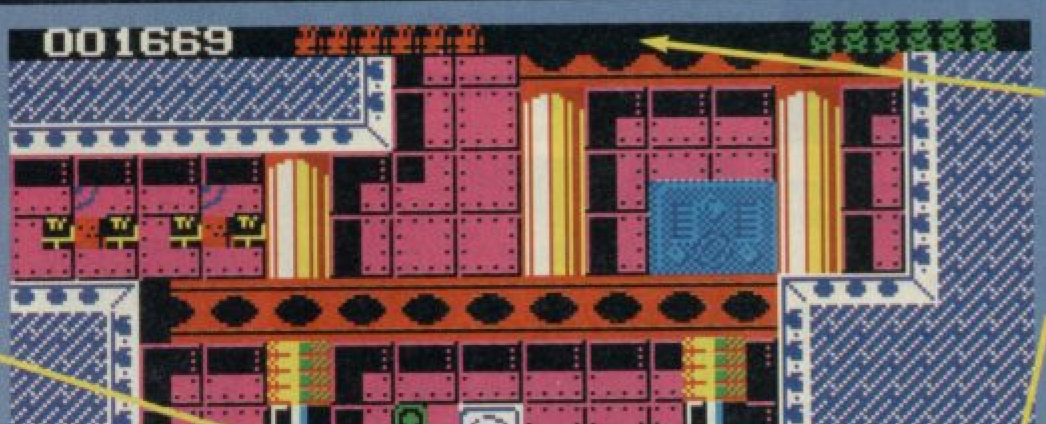
Watch out for those alien death rays, Rick! (Oh, too late).

Here we are in the very first level, busy exploring the alien space ship. They haven't put in many of the aliens you'll come across yet, but you can see how colouful and detailed the backgrounds are (ie very).

Cor! There seems to be a weird switch thing over here. (I wonder what it does?)

Blimey! It's a giant 'Your Sinclair' style thermometer! (What's it doing here?)

And this is our Rick. Check out that outrageous quiff, self satisfied grin and - what's that? - shark's fin sticking out of his back (?)



This top strip contains your score, your little Rick Dangerous lives, your dinamite sticks and your ray gun zaps. (Except there don't seem to be any ray gun zaps. You must have used them all up).

Hmm. There doesn't seem to be any obvious way to get to the top bit of this screen. Maybe if you walk off the screen to the right here there'll be a ladder or something. (Or maybe not).

I've sort of run out of things to say about this screen actually. Erm, very pink, isn't it?



Urgh! This one reminds me of my auntie's horrible psychadelic curtains (ie a bit pukey, really).



And this one's just the same but with horrible yellow things with green noses in it (I think).

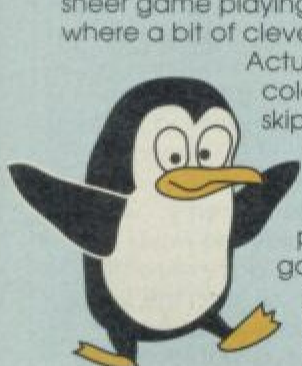
series of classic cliff hangers - those '30s *Flash Gordon* serials with Buster Crabbe and oodles of gothic space ships with sparklers sticking out the back. The levels in this new *Rick* are all pastiches of the environments from those films - the ice planet, the forest world, the mud mines (from *Buck Rogers* this one, but never mind) and (of course) Emperor Ming's Palace. (Doing the research must've been fun at least.)



Let's see how it all works shall we?

In game design *Rick 2* is pretty identical to the first one. There are five levels this time (not four) but the flip screen horizontally/push scrolling vertically way of working and the slab side viewpoint remain the same. It's very colourful, with cute, squat little sprites and gameplay that more or less equally combines bits that require sheer game playing skill with sections where a bit of clever thinking is required.

Actually I think I'll stress that colourful bit again (I skipped over it a bit back there). This is actually one of the most visually attractive platform and ladders games of recent times, packed with colour (but very little clash) and plenty of visual variety. Though the levels feature much the same sort of gameplay, they each have a very different atmosphere and feel. I won't stress it any further, but if you thought the first *Rick* was pretty (and it was) then check this one out. The other main improvement should (though I can't vouch for it yet) be that the game has a rather easier learning curve. Instead of bunging you straight into things (though the lazer-bolt packed opening screen is similar to the 'leg it!' start of the first game) it tones things down a bit for the first level. Though it gets very hairy later on, this first section should give most gamesplayers few real problems - it's almost set up to show you how things work and get you into the feel of the game. I'll explain what I mean further as we take a look at the individual levels.





It's Hyde Park, London, circa 1950. (But not for long - you're off to the stars, aren't you?)

Level One - The Alien Mothership



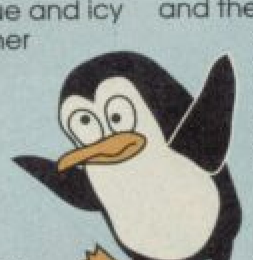
A-ha! The very 'learning' level I was going on about a minute ago, though to be honest I'd be lying if I said it was as easy as all that (it isn't, it's just not as hard as some of the later ones). So where are we? Well,it's the 1950s, you're in a restaurant in London's Hyde Park, and

there's a giant alien space ship hovering above you. Instead of fedora, whip and so on (the outfit from the first game) Rick now comes in a fetching red jumpsuit thingie, (nasty) blond quiff and blue cape, and comes equipped with a few sticks of dynamite (useful for clearing blocked doorways or whatever) and the traditional hair-dryer style ray gun.

The screens themselves? Well, they're very colourful (pink, mainly!) and metallic looking, and in typical *Rick* style are basically a mass of platforms, ladders and dangerous drops. Typical gameplay elements, like the fact that you have to backtrack to press wall buttons (some of which are unfortunately booby-trapped!) on earlier screens in order to activate doors, moving platforms or whatever crop up a lot, and are rather easier to work out than they may be later on in the game. The first of the tricky floor surfaces you'll come across throughout the game crops up too, this one being magnetised so you can't jump up onto platforms until you find an unmagnetised bit.

Level Two - The Ice Caves Of Freezia

This is based on the Ice World (I think it was a moon of Mongo, Ming the Merciless's planet in the original, but I'm not sure) from the original serials and (before that) comic strip. Everything is very blue and icy looking of course, and really rather pretty. Baddies are yeti-type creatures, sort of mechanical penguins and various monsters that start off trapped in blocks of ice. These are quite neat - they fall from the ceiling as you pass by, thawing out quickly to reveal the nasties. The surface can be a bit spooky too, including (if I remember it all properly) deep snow that slows you right down.



Level Three - The Forests Of Vegetalia

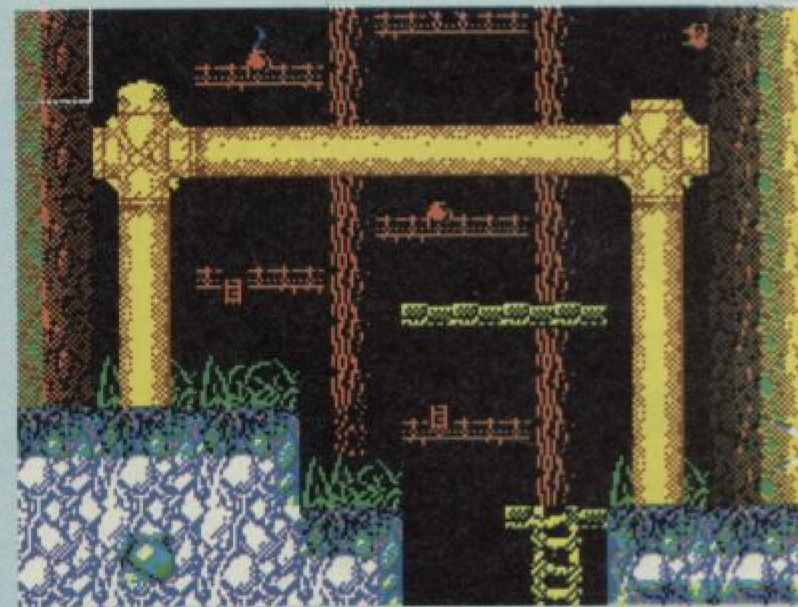
Rather like the Ewok villages from the last *Star Wars* film (or Prince Barin's land in Flash Gordon), this basically takes the form of a whole series of platforms, ladders, huts (which you can walk into and out the other side) and so on based around the trunks of three giant trees. Unlike all the other levels, this one actually gives you a choice of routes - one up each tree, more or less, so you can chose a different one each time. Special bouncy floors help you jump to the higher platforms, and baddies take the form of Rick-eating plants, pigmies, super heavy leaves that knock you over if they land on you (!) and so on. It's the level that's most like what I remember of the original Rick, but perhaps a teeny bit more colourful. It even features some tiny Ewoks bouncing around as a little joke in the 16 bit versions, but whether these'll filter down to the Speccy isn't clear yet.

Level Four - Beneath The Alien Citadel

Um, don't know quite as much about this one, I'm afraid (perhaps because at the time I went to visit the programmers they'd hardly started it) but it's apparently very, um, brown and muddy looking. It's basically set in a mud mine (an idea nicked from an old *Buck Rogers* apparently) filled with slimey mud men, conveyor belts, sticky floors that slow you down and moving mining carts. (It all sounds a bit like a '90s version of *Wanted: Monty Mole.*)

Level Five - The Citadel

Um, er, um. If they'd only just started the second level, they're hardly likely to have got very far with this one, have they? And indeed, they haven't. Expect bright, over the top decorations, lots of guards and various booby traps, I should think.

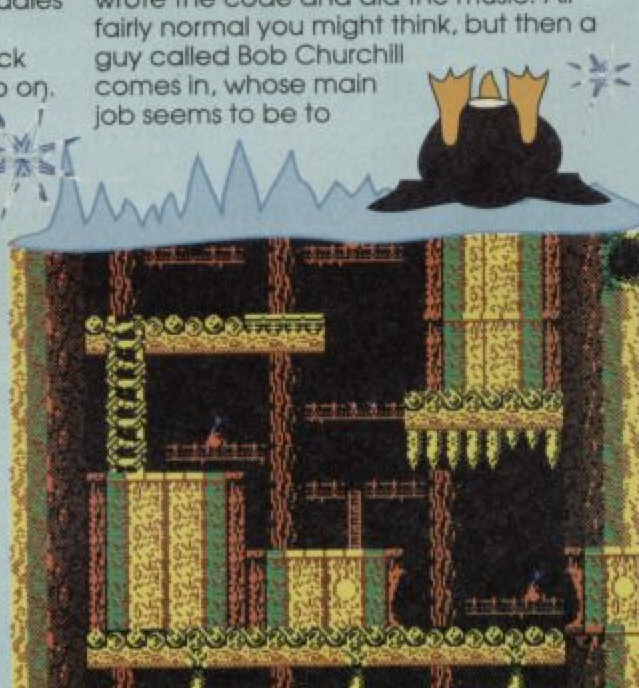


Here's a mock up of what the finished forest level will look like. Pretty, isn't it?

Core Blimey!

So who are the guys behind *Rick The Dick 2*? Well, they're the same bunch that did *Rick 1* (surprise surprise). Namely, Core Design - a bunch of about 12 or 13 mainly ex-Gremlin programmers who set up on their own a couple of years ago. Their stuff has included *Dynamite Dux* for Activision, *Action Fighter* for Firebird, *Impossamole* and the 16 bit *Switchblade* (but not the upcoming 8 bit version) for Gremlin, *Monty Python* for Virgin (just finished, and a bit of a nightmare to complete, apparently) and of course the two *Rick* games.

'It's quite fitting really,' says main man Jeremy Heath-Smith (an ex-Gremlin Sales Manager),' we took the idea of *Rick* to Firebird a couple of years back and it turned out to be our first game as independent programmers. Now *Rick 2's* almost ready and it'll be our last. You see, we're going to be publishing our own stuff from now on so we won't be doing programming for anyone else. The first of our own games will be out in August but it's 16 bit only I'm afraid - it'll be a long time (if ever) before you see another Speccy product from us.' The way Core tends to work is much more like a production line than you get at most developers. In this case Terry Lloyds and Simon Phipps (who designed the first *Rick)* came up with the basic ideas and then did the graphics, while Dave Pridmore wrote the code and did the music. All fairly normal you might think, but then a guy called Bob Churchill comes in, whose main job seems to be to



And here's some more - check out the little Ewok cooking pots!

actually work out the order in which each trap, platform and enemy appears. He's an experienced gamesplayer and tests the thing for ages, moving elements about until they appear at what he judges to be just the right time and in just the right order. If he thinks the first trap comes too soon after the second he'll move it along a bit, if he thinks half way through level two (say) is a bit boring, he'll shunt everything around to spice it up a bit. (It's a weird job alright but, well, somebody's got to do it).

Since everything's being done effectively in the same few rooms and each version is being developed at exactly the same speed as the rest, ideas filter through from one programmer to another quite rapidly. You'll find graphical differences between the machines of course, but the idea is that gameplay will be near as dammit exactly the same whatever version you buy.

So Jeremy, did you come across any major massive problems doing this game? 'Not at all. Not a sausage. Really, we knew what we wanted, we knew we could do it, and everythings's gone incredibly smoothly.'

'We ran out of tea once,' chips in Bob, 'that was a bit of a disaster. We had to go down to Macro and buy 11,000 bags of new ones'.

'The best bit, ' continued Jeremy,' was doing the research. Luckily the *Flash Gordon* serials were on TV quite recently so we've watched them all, and the film was on too so we got some ideas from that. Someone brought in a whole load of the original *Dan Dare* comics which got us into the feel of '50s sci-fi stuff too. Like with the first *Rick* we went through them all to see how they'd used each trap and situation and grabbed the best ideas for ourselves, then mixed them in with some we came up with on our own. Hopefully the game will remain very faithful to the spirit of the originals. And that's it really. *Rick's* a lot of fun to write and a lot of fun to play. We hope this one does even better than the first.'

And if it's as good as (or better than!) the first we can only agree. Well done chaps, and if you change your minds about doing more Speccy games, give us a bell, y'hear?

Game	RickDangerous II
Publisher	**MicroStyle**
Price	**To be announced**
Release date	**September**

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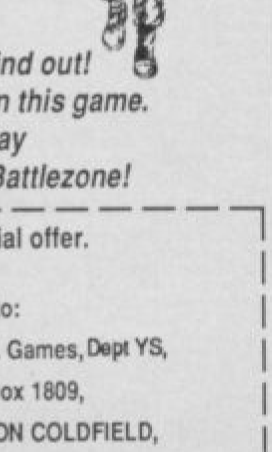
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Kati It makes some people go green, it makes some people's eyes light up. Some individuals have been known to faint at the sight of it, while others regard it as a bit of a delicacy. It's sticky and warm, goes all crusty when it's dry and there are about ten pints of the stuff sloshing around inside you right now. What am I talking about? It's blood, of course! (*Thank goodness for that. Ed*)

And by spine-chilling coincidence, blood (or *sang* as they say in France) just happens to be what this latest offering from the-land-where-even-the-dogs-wear-berets-and-strings-of-onions-round-their-necks is all about.

As ghoulish Count Dracula you've only got two aims in life. One – to become Master Of The World. Two – to obtain an endless supply of blood. After years of research in your huge vampire's library you've finally worked out how to achieve number one – just collect three parchments from the 20 different castle-like levels of the game (that's 60 altogether) using the five keys you find in each. (Quite why doing all this enables you to become Master Of The World isn't quite clear.) Anyway, after that you're free to retire, sit back, relax and indulge in your favourite hobby (laughing melodramatically and shouting "I am Master Of The World", I suppose).

Objective number two comes in along the way. All this wandering through doorways, up staircases and along creepy galleries soon takes its toll and you start to feel a mite peckish. So what do you do? You stretch out your arm, grab the nearest body, and get your pearly-whites into that juicy looking jugular, of course! Yum yum.

But (but! But!) for some reason the castle inhabitants aren't what you might call chuffed about this. Some even go so far as to display their dissent by hitting you (blokes) or warding you off with their crosses (women in mini-skirts). Every now and then a wicked witch on a broomstick flies by and gives you a nasty tap on the head too. Yikes! (Dodge the old bag.)



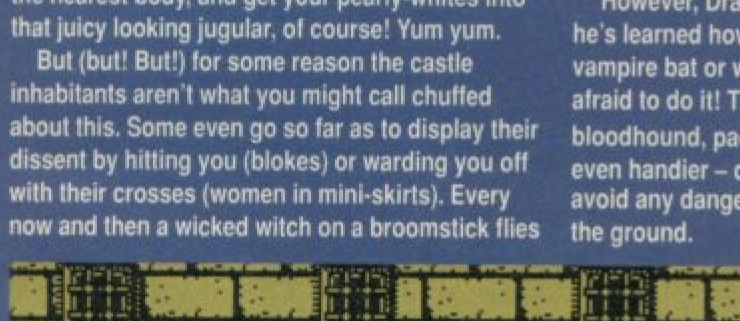
However, Dracula's no sucker. Over the years he's learned how to transform himself into a vampire bat or werewolf if need be – and he's not afraid to do it! The wolf, a kind of hairy mutant bloodhound, packs a feisty punch but the bat is even handier – one flap of the wings and you can avoid any dangerous holes or pitfalls lurking on the ground.



The Count stops for a midnight snack, in suitably scary Count-like pose. By far the best part about this is the sound – a bit like somebody with a big mouth crunching raw celery. Yeuch.



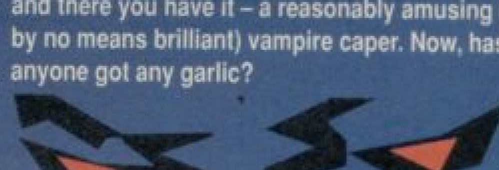
It takes a few seconds to drain somebody's blood so in tricky situations (ie under multiple attack) it's better to go into werewolf mode and punch the living daylights out of 'em. Biff.

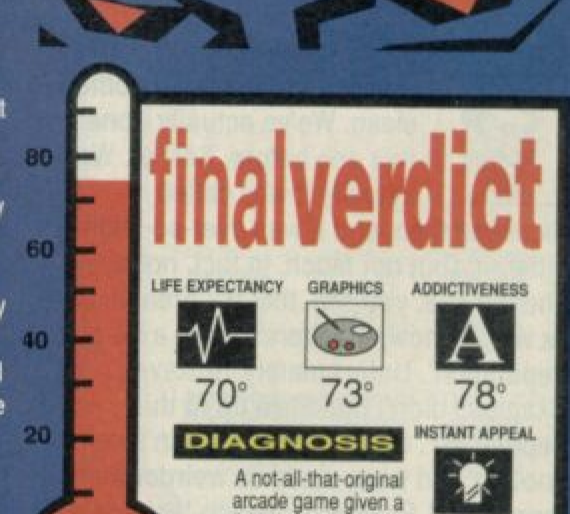


He flies through the air with the greatest of ease, piercing your throat and making you wheeze (ahem).

So how does the game add up? Is it just a ropey old collect-'em-up spiced with a bit of spooky stuff, or is it something a bit more? Well, it depends on how generous you're feeling really. Being in a good sort of a mood, I'd say that collecting keys and throttling people isn't what you'd call a brand, spankingly new idea, but reasonable animation, natty graphics and a decidedly weird atmosphere can invest it with a certain dash of *je ne sais quoi* (another thing they say in France).

Actually, there's one more thing they do well in France (besides being a bit weird that is) and that's cookery. So here's the recipe for *Night Hunter*. Take one rather ordinary collect-'em-up, add a cuddly-looking werewolf and a sneaky Dracula, toss in a bunch of slightly craply animated victims, throw in the tongue of a ten-day-old newt and there you have it – a reasonably amusing (but by no means brilliant) vampire caper. Now, has anyone got any garlic?



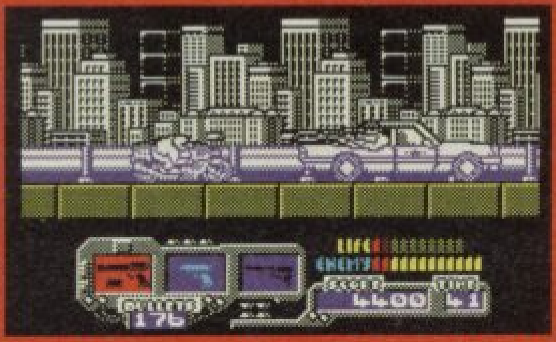


SLY SECRET AGENT SPY



Ocean/£9.99 cass/£14.99 disk

Matt Yes, I know what you're all thinking. Ocean have been rather quiet on the new games front lately, haven't they? Until just recently that is – last issue we saw the rather excellent *Midnight Resistance*, and this time round it's the turn of a whole trio of them. There's the mega-colourful and technically very impressive *Shadow Warriors*, the rather nifty (but a tad too late) *Adidas Soccer* thingie and then this one, the confusingly double-named *Sly Spy Secret Agent*. And would you believe it, despite it being an ex-*YS* Covergame, I really think it's the weakest of the three. (That's not to say it's bad though! Read on and I'll explain a bit further.)



A-ha! By the way that guy's firing at us I think we've found the 'black limo' (though it looks more like a white police car!).

Right. So (first up) what's *Sly Spy* all about? Well, it's a James Bond rip-off basically. There are oodles of (very short) levels, half of them being your *Robocop*-style walk-around-shooting-people type things (which provide the real meat of the game) while the rest are your more novelty stunt-type sequences, which add a lot of visual variety, give the game a very strong theme, but (but! But!) aren't really all that demanding to play. For instance, we start off with a skydiving scene set over Washington DC (this James Bond is actually an American, you see). It's basically a vertically-scrolling shoot-'em-up, though unusually it scrolls the wrong way (ie down the screen). You drop in from the top of the screen in free-fall, while baddies fall all around you – you have to shoot them, keep them from shooting you, and dodge all the new ones falling in from the top of the screen until your parachute opens and you land safely.

Phew! Managed that without losing too many lives, but oh no! What's this? It's a giant statue of Abraham Lincoln, stupid – this is Washington, you know – and those guys abseiling down from the ceiling have all come to duff you up.

One quick fight later and it's into the smooth-scrolling motorcycle chase. Loadsa baddies (mainly blokes on jet packs and other bikers), but the controls are very simple (just shoot and duck occasionally, with the odd wheelie to bring your guns to bear on the jet-packers) and the black sedan you're meant to keep an eye out for is incredibly easy to spot – it's the only car on the road! (And it's not even black!)

Ahem. Right, some more walking about (facing typical James Bond villains, like Oddjob and Jaws lookalikes) followed by the first of two underwater frogman bits. The graphics are all crystal-clear here (except for the bits where you go into underwater caves, when seeing the enemy divers – let alone their harpoons! – is a nightmare) and there are some nice visual touches (like the sharks which float to the surface belly-up when dead). Only trouble is there isn't really all that much to do. Both underwater levels have the same (disappointing) end-of-level nasties – a missile-firing deep-sea diver-type who you chase off-screen to be followed by a rather more indestructible shark.

And so it goes, until we get to a big grand finale fight set in a missile silo, where all the baddies we've met on the previous land-based levels return to give you grief again. Duff them all up and you've won – the world has been made safe from international terrorism (or something).



One of the underwater bits – check out the shark, the dead diver, and that collectable doobrie he's just dropped.

There's a fair amount of variety, quite a lot to see, and everything has been very competently put together. But the game has a few problems (and they're mainly the fault of the original Data East coin-op). The most important is that there isn't really enough to do. Each level is fairly short, the controls are pretty limited, and the end-of-level baddies are on the disappointing side. There's no real colour in any of it either (something we may have become used to with many Speccy coin-op conversions, but *Midnight Resistance* and *Shadow Warriors* are both so bright that this looks pretty dull in comparison). It's not by any means a disaster then – it's actually quite a good game – but it's too chopped up and disjointed, and perhaps rather overkeen to grab the James Bond feel at the expense of playing like a real trooper. Perhaps the first real disappointment from Ocean in ages (but even then, it isn't exactly what you'd call 'bad').

finalverdict

80 / 60 / 40 / 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
74°	78°	82°

DIAGNOSIS

Clever James Bond parody capturing much of the series' feel, but disappointingly disjointed to play

INS[illegible]EAL 87°

80°

SKATE

Ubisoft/£9.99 cass/£14.99 disk



Jonathan Okay – I'll come clean. We've actually done this one before. Sort of. Well, actually it was called *Skateball* then, and it was ever-so-slightly different (but not much. In fact, not at all). The thing is, you see, that it's French. And as we all know, the French have a bit of a 'reputation'. Unfortunately, however, *Skateball* didn't quite live up to this 'reputation'. Quite simply, it wasn't weird enough. But what could be weirder than renaming it *Skatewars* (which 'sounds a bit nicer, apparently) and re-releasing it 18 months later? As I thought – nothing.

And that's what they've done. 'Skating on thin ice' or what, eh? Still, Jackie gave the original a corking eight (out of ten, that is) back in issue 38 and generally seemed fairly pleased about it , so perhaps its reappearance is no bad thing after all. But then again, there are two sides to every coin (whatever that means) and Old Father Time might have had a bit of a go at it with his great big egg-timer. Let's have a nosey.

So what's it all about then? Basically, *Skatewars* is a subtle blend of extreme violence, ice-skating and (groan) football. You'd think the skates would sort of pop the ball (but they don't). The idea is to knock the ball into the other team's net while laying to waste all those around you. You're going to have to be a pretty nifty beat-'em-upper as well as a seasoned footie player, I fear, as the only way to dispatch your opponents from the playing area (apart from through the use of your sporting prowess) is by skating into them at the highest possible speed.

And there's more. Blimey, yes. As well as trying to stay upright without wobbling about too much you'll also need to negotiate a selection of obstacles. While there are none on the first level, and only a few harmless lumps of rock on the next few, higher levels contain some really quite appalling hazzards such as pits, spiky things and, erm, all kinds of horrible bits and pieces. (Shudder.) The trick here is to aim to shove the other player into these without actually getting impaled on them/plummetting down them yourself. Not easy when you're also sliding about all over the place and trying to get the ball into the net. And trying to clean a rather unpleasant-looking stain off the TV screen.

But is it any good? Well, not really. Actually it is pretty good fun for a while, especially playing against another person (the computer-controlled players seem a bit easier to beat than the ones in

FOOTBALL MANAGER WORLD CUP EDITION

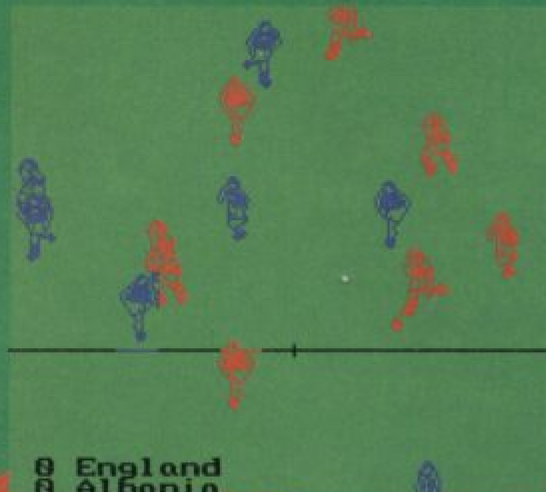
Addictive/£9.99 tape/£14.99 disk



Jon (In Orson Welles' voice) "First there was *Football Manager*. Then came *Football Manager 2*. And now there's *Football Manager World Cup Edition* – and Kevin Toms is BACK!" Yes, Spec-chums, Egobeard strikes again! Not content with having his face all over the box and his name all over the instructions, 'The Grin' gives you the chance to win a personally-autographed football. There's even a free plastic Kevin Toms in the pack! (Only joshing, readers.) Oh yes, and he wrote the game too.

The third *FM* has you managing a team through a full World Cup tournament (and, if you're anything like me, watching them come bottom of the whole world) and offers a whole barrel-load of new features (though sadly no automatic win option for crap managers like me). You start by picking a skill level, a region (which governs the way you qualify) and the country you want to represent, skipping the preliminary rounds if you choose Italy or Argentina. After naming your players, up pops one of a few 'digitised-looking' (ie gritty) pictures, purporting to be of Brain Rogers and Paul Yates, the commentators. But they can't fool me – they're really Nigel Lawson and Franklin D Roosevelt! They ask if you want results by group or match, and then it's prod-a-key time until the program gets to your turn to play. And this is where the clever bits start.

Your 22-man squad is made up of strikers, runners, passers, tacklers and a goalie, and it's your job to put together the best side you can (and in my case still get beaten 4-0 by Zaire). You can position the players anywhere in your half, specify their playing styles (wing, thru-runs, positional, find space, sweeping), set the directions they can pass in (the more you allow, the more likely they are to pass than run), and change them from 'playing' to 'substitute' to 'reserve'. Phew! Displaying all my native footy skills I bunched everyone in the middle, told them to pass in every direction and run like hell at the opponents' goal. Amazingly, I won! (Against



One Bobby Robson, there's only one Bobby Robson, one Bobby Roooobson, there's only one Bobby Robson! (Ahem.)

Albania. All right, who laughed?) But this isn't all! You get to answer sarky questions from the press and give pep talks to the players, with what you say affecting the team's morale. This is one of my favourite bits – the choices you get aren't obviously beneficial, and you have to be really tricky to avoid morale plummetting. A good tip is to play safe with high morale, and only be aggressive when it drops dangerously (but then again, why trust me? I lost almost every match).

With all this hard strategy out of the way, it's time to sit back and let the team do their bit. The match is presented in snazzy three-quarters-overhead-view full-screen scrolling Greenovision, the players being nicely animated in red and blue. With everyone hacking away at the ball things tend to get a bit confused, but Supertoms has thought of this and a bash of the Fire button switches the action to a bird's-eye view, with players identified by a letter. You can make substitutions, and at half-time plan your strategy, but otherwise the action scenes are of the 'watch and pray' type. And when the final whistle blows (or rather doesn't – there's no sound) it's time to look through the tables, assess your position and, if you're as crap as I am, give up in despair and play *Guardian II* instead.



What a pair of plonkers! (Mind you, we should be grateful for small mercies – at least it's not Saint and Greavsie!)

In short, it's slick, well-programmed and it's got more depth than Marianas Trench, but if you don't like management games you'll probably end up using the pictures of Kevin Toms to throw darts at.

Now, if I put a striker at centre-spot, flank him with two runners and... curses! I'm beginning to enjoy it!

finalverdict

80 / 60 / 40 / 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
85°	82°	80°	65°

DIAGNOSIS

For fans, the best thing since the last *Footie Man*. The unconverted should start running now!

82°

WARS

Skateball, though – but that's just my over-active imagination I reckon). And the scrolling is quite nice and 'slippery'. And the skating is pretty 'skatey'. But in the long run it's just not quite 'there'. And whether it's 'there' or not is really what counts.

So what's the verdict? It's slick. It's quite good fun. It's pretty original (if you didn't see it first time round). And it's certainly inclined towards the weird (although not excessively by French standards). But, at the end of the day, all things considered, it's just not quite 'there'. Not quite.



Er, is that the ball? Looks like it. I'll kick it and see.

finalverdict

80 / 60 / 40 / 20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
58°	77°	67°	79°

DIAGNOSIS

Footie on ice, with a fair smattereing of violence. Quite good(ish).

69°

HINTS'N'TIPS

YS TIPSHOP



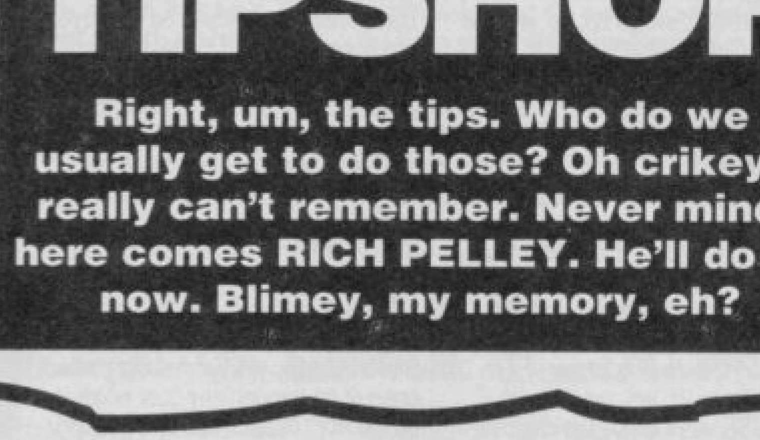
Right, um, the tips. Who do we usually get to do those? Oh crikey, I really can't remember. Never mind - here comes RICH PELLEY. He'll do for now. Blimey, my memory, eh?

Erm, hello. It's me hosting Tipshop this month – sorry. Don't worry though, readers, it's only a temporary arrangement (JD'll be back next issue, with any luck), so I'll only be here for four pages or so - everything should (thankfully) be back to normal soon. In the meantime I'll do my best to sort things out. Improvisation was never my strong point, you must realise, so bear with me and everything should be just fine.

Anyway, let's not waste any more time – looks like we'd better get this show on the road (as they say). Oo-er, look at all those tips!

YS CAPERS

I hate you. I hate you all. Why? I'll tell you why. Over half the tips we've had this month have all been for *YS* Bloomin' *Capers*, and I'm absolutely sick to death of it. Right, let's get things straight. No more letters about *YS Capers*, all right? As for the tip - simply press down all the keys at once (well, you only actually need to press down all the ones in the middle row if you're being fussy) and you'll skip a level. Humph.



FIGHTER BOMBER

Not really a tip this, just a few things which Activision (the clots) forgot to mention in the instructions for this kooky flight sim - as pointed out by *Kes Bloor.*

Pressing 'C' releases chaff which is a dab hand at decoying enemy missiles with. Alternatively, you could press 'F' to release a flare instead. Also, when you approach an enemy plane, flick on the weapons option and press 'S' to lock onto them - you can then fire at them as well. Handy, eh?

Handy, I'd say. So handy in fact, that you can have a badge. If you really want one, that is. Right, who's next?

LITTLE PUFF

Right then, what exactly do I have to do regarding this Tipshop business then? Oh, find some tips, eh? (Opens a nearby envelope.) A-ha - here's one. Wonder what it is. Oh, it's a hint for that cutesy cheapy, Little Puff, and it's been 'done' by *Gerrard Sweeney* (no less). Right, now what?

Er, the tip?

Oh yeah! Over to you, Gerrard...

On the menu screen hold down all of the keys and (hopefully) when the game starts you'll be immune. Also, you can travel around the game by pressing '1' and the appropriate cursor key. Good, eh?

But surely that's cheating? Oh, we're allowed to cheat in Tipshop, are we? Oh, that's all right then. Ta, Gerrard, have a badge. Blimey, that wasn't too complicated, was it? I think I'm beginning to get the hang of this tipping lark - quite fun, innit? In fact, I'm so excited I think that we'll have another one.

VENDETTA

And how about some for *Vendetta* then, tipsters? Anyone remember it? It was a sort of puzzle/drive/beat-'em-up all in one, and really rather strange into the bargain. I should know - I reviewed the thing a few issues back. But never mind, here's *Tez Wells* who's written loadsa tips for the ruddy thing. Take it away, Tez...

LEVEL 1 The Docklands
Punch the door to your right and walk in. Grab the gun from the wall and pick up the small box on the floor in front of the gun to get the crowbar. Then use it to open all the crates (which are to your right) and hopefully you'll find some ammo which you should then load into the gun (by selecting the gun with Space and pressing Enter of course). Once you've done that, go out of the room and left a screen, and open the crate to get the wire cutters. Go right, up the ladder, left two screens and go through the door. Done that? Good. Get the book (it'll give you the access code) and the two videos from the far right table, and go right again and stick the grey vid into the recorder. The message which it gives you is evidence for the police in case you get questioned later in the game. Then pick up the car keys (they're under one of the tables), go right two screens, go to the computer and type the code to take the weapon card. Go down the ladder, go left and use your keys to get into the car, and it's off to level 2. Simple or what?

LEVEL 2
Just drive about and shoot everything, really.

LEVEL 3
Walk about a bit, avoiding the baddies and try to get these items on the way: the rocket launcher, the missile, the bullet proof vest, the shoe, the map, the letter and some more ammo. Return to your car, blowing up the tank on the way with the ol' rocket launcher (not forgetting to load up the missile first), and you're away.

LEVEL 4
Do exactly the same as you did on Level 2 (i.e. shoot everything in sight).

LEVEL 5 The Airport
Search around and find the bullet-proof vest, the cap, the shirt and free the hostage whilst you're at it, then unlock your car and you've finished (I think). Well, actually, I got onto another level (a spooky sort of park type place) where I was told that I hadn't collected all the evidence. Bah! So just keep searching and picking up everything in sight and perhaps you'll have more luck. Ok? Do I get a tenner now?

Nope.

All right then, I'll carry on. Stabbing people is much better than punching them (it's loads quicker). And don't forget that you can't open filling cabinets - only lockers. Right, do I get one now?

Nope, certainly not, but have a badge anyway. I'm sure your tips are big enough to deserve one.



Got a gamesnag? See a specialist!

Another busy month, so let's get tippin'...

SNOOPY
A nifty little game, this, although for once I have to admit to enjoying the 16-bit versions a little more, as there was actually a bit more game in them (the plotline was radically cut back to fit into the Speccy). Nonetheless, Rob Young was seriously snagged in it, with absolutely no idea what to do with the rubber ring and pump. Take it away, **Andy Harris** - no, not my hi-fi system, you clot, the answer to the question. (Slap!)

"Drop the pump under the tree with the kite in it, then get the rubber ring and drop it under the same tree. Pick up the pump, stand under the ring and pump it up. When it is inflated drop the pump and walk to the left of the screen. Face the ring and jump, making sure you jump through the ring. This will knock the kite from the tree." Thanks also to **Laurence "Loz" Pycock**.

FORGOTTEN WORLDS
Here it was the tragic figure of R Nicks aged nine (a curious name indeed) who was Araldited beyond recall. How do you kill the meganasty at the end of Level One, quoth R? Here's **Andy Harris** again.

"Towards the end of level one are a set of barriers. Shoot them a few times, then go into the top one. If you do this and travel onto the end of the level, he won't shoot at you." Alternatively, suggests **Simon Thick**, "Shoot the hole in its stomach which shoots out the purple bits." (I think I may well be going to be sick...) For the real palooka, though, here's **Richard Swann**.

"Make sure you've got the V-cannon from the first shop (it costs about 7000 coins) to make life a bit easier. Proceed to the end of the level, and go as far right as possible. Rotate round so that your V-cannon shoots left and down and start zapping the big thingy in the centre of the monster. If he fires any bullets at you, move up to dodge them. Then come back down and keep shooting at him until he dies." Well, I suppose it's easy when you know how.

EQUINOX
Jenny Argyle was in trubbs here, wanting to know how you use the computer to teleport once you've got the disk. Dunno, I'm afraid. Er, **Andy**?

"On level one find the red cube with PETE written on it. Take this to the start of the game and, using the lifts, go to the top left hand corner. While thrusting, press R, N and C simultaneously and the game pauses. When it resumes you have infinite lives." Hang on, Andy, that's not strictly what we asked for. A very interesting cheat mode and all that, but not the actual solution. Once again, we must turn to the giant brain of **Richard Swann**, who knows his onions, and his courgettes to boot:

"Actually, it's dead simple. [Why did I know you were going to say that? Dr B] Get a blue disk, go into the middle of the teleport, press USE (you'll hear a mighty ping) and thrust up to the big spherical thingy at the top of the teleport! Voilà! You have teleported!

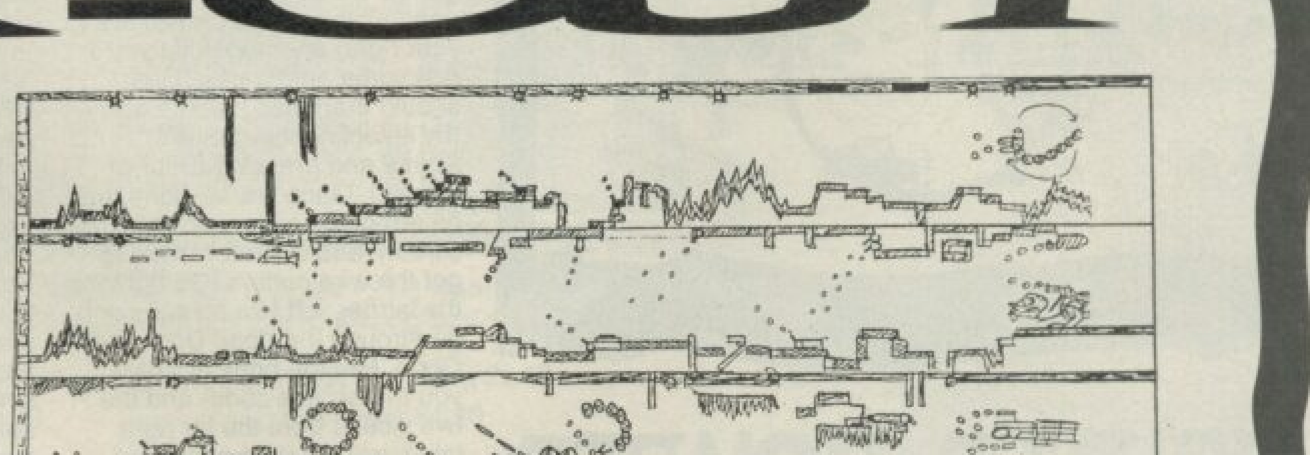
"However, that's not the only teleport in the game. There is the main level link teleport with 8 control panels. What Jenny may be doing is getting the passport marked '1' and trying to teleport to level 2, which you can't. But you can do it this way: Go down, down [deeper and down? Dr B], right, down, down, get the disk, go up, up, left and teleport. Get the blue laser gun, and teleport again. Go up, up, right and use the gun on the right-hand side of the box with the dynamite. Get the dynamite, go left, down, down, right, down and use the dynamite on the red rubble. Go right, up, up, left, get the disk, go right, down, down, left, up, left. Use the disk in the teleport, but don't teleport yet. Instead, go right, down, right, up, up, up and get the white canister. Now go down, down, down, left, down, left and teleport. Press USE while inside the disposal unit (orange) and the canister will appear on the status screen; you have now completed the level. Now teleport, go right, down, right, up, up, up, up, get the key, go down, down, down, down, left, open the green door with the key and get the green passport marked '2'. Now go right, down and right, and you can teleport to level 2 by pressing use on the appropriate button." Phew! Cracking stuff, Richard, for which you win this month's award of Three Spanky New Games (not exactly handed out willy nilly, as regular readers will know). Danke schön, old pumpernickel.

HAYLP!
Can you help a Clinician in need? Clock these tricky numbers, for sure...
Laurence "Loz" Pycock: "Can someone please tell me how to get past the room with invisible walls in *Total Eclipse II* before I go stir-fry crazy?"
Ross McLatchie: "In *Rollercoaster* how do you get past the room after the Astroslick?"
Philip E McAllister: "In *Dizzy 2* how do you get the cursed treasure without getting killed, and what do you do with the Sinclair Abuser mag?"
Hugo Ridolin: "In *Fighter Bomber*, I'm stuck on Operation Molestrangler. There are four targets to be destroyed and once you've got the last one you have six minutes to return to the airbase. Unfortunately the last target is about 130 miles from the airbase, so no matter how fast I fly, I never get anywhere near the base. Am I doing something wrong?"
Simon Thick: "In *Wanted Monty Mole* how do you get past screen 9 with the ghost going through the wall and no visible exit?"
Simon Martin: "In *Vendetta* I cannot open or go through any door which is on the front or back wall of a building. Also, where is the ammo for the rifle?"

Remember, if you're ripping your hair out (or worse, someone else's) over a game, there's no tippier tipster to write to than Dr B at *YS*, 30 Monmouth Street, Bath BA1 2AP. And if you can answer any of the gamesnags above, then we need to hear from you even more urgently. There's a badge for anyone mentioned.

X-OUT

This one's another shoot-em-up, but not exactly an easy one by any means (it's a bit hard to be honest). But as luck would have it, *Abdul Monnan* has come up with this little map thingy which may possibly help you. But then again it probably won't. I suppose he can have a badge for his efforts all the same, though.



TIP O'THE MONTH

BLOODWYCH

Right then, kiddies, who's for a few tips for *Bloodwych* then, eh? And what a jolly little number it is too. But boy, is it huge or what? And far too complicated for the likes of me anyway. But never mind, here's *Nick Coles* with some tints 'n hips, along with a map of all three floors of the first level. Hurrah!

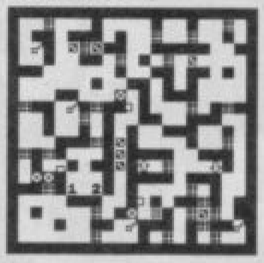
- Talk to everybody. Hack 'em to bits if you want, but trade with 'em first. None of them are friendly anyway, so I'd definitely pop their clogs (after investing in a barg or two first, that is).
- Use the exchange option (with an empty transfer slot) to gain items for free (well, it works on my version, at least).
- If you are offered an empty slot, then take it! Then put a numbered item (such as keys, money, arrows etc) into the transfer slot and lo and behold, it will multiply.
- Always use two parties, even if your playing *en seul* (i.e. by yourself). They can fight together, share objects and reincarnate one another - v. handy.
- Always keep an attack spell selected on each character - against the unexpected monster!
- On the middle floor of level one there is a hole in the roof leading from the top floor. If you walk into it, you will find yourself in the middle of a wall on the bottom floor. Blimey!
- The n'egg is food!
- Always make sure you know a) where the parties are in relation to one another and b) where the parties are in relation to the reincarnation room.
- To successfully use the paralyse spell, make sure it is the last spell you cast on the monster in question - otherwise it just won't damn work.
- Erm..., that's it.

Happy mindless slaughtering!

ICKEY

DOOR	⌗	HOLE	▣
KEY	⚷	LADDER UP	⇧
SPACE CAMERA	⊠	LADDER DOWN	⇩
PRESSURE PAD	▚	SWITCH	⊓

DUNGEON 1



DUNGEON 2



DUNGEON 3



CASTLE MASTER

Oh, it's only *Lawrence Pycock* with the complete (and utter) solution to *Castle Master* (the latest in the Freescape series). But blimey - it's a biggy. Anyway, eyes down and get completing. I'll see you soon.

Ready? Here goes... Go to castle, shoot block, enter castle, go to well, examine, take key, go to back of castle, unlock door of hut, enter, examine carpet, turn, stand on table, take key from chair, go to front of castle, go to stables, open door, enter, go to horse, crawl under, take key, go to side of stables, look up, shoot flag, shoot ghost, go to back of stables, enter smithy, take cheese from top of table and gold from beneath, exit smithy, enter castle via lobby (tower in line with wall), shoot ghost, take key, open locked door, exit tower, enter other one, shoot ghost in water, go to other side, drain pool, exit via door behind you, now in main hall, shoot ghost, take cheese from end of table, exit via other door, now in kitchen, shoot flame on floor, take food from table, exit via other door, now in lobby, take door on left, now in stairwell, walk down steps into catacombs, walk to door on left, turn right, go down corridor, take door on left, crawl under block, take corridor on right, go through door in front of you, shoot ghost, now in room with hole in far wall, go to junction, turn left, crawl under block, go through door, turn left, go up to next door but not through, turn left, go through door in front of you, now in stairwell, exit castle, go round to wizards hut, fall through hole in floor, crawl, shoot ghost, turn round, point cursor at bottle and take potion of revitalisation, turn to left, go to dark wall where dark meets light, take key, exit room, go to stairwell, now behind hospital, turn to right, shoot at bat on roof, exit, return to stairwell, crawl under second stair on stairs, take treasure, exit tower via lobby, go to other tower to hot baths, walk down steps, crawl through hole, shoot ghost, get cheese, exit room, go to stairwell, exit, fall down well, shoot ghost, examine chest, take square which is treasure, search again, take key, exit catacombs, go to church and "nose round the pulpit" as Matt would say, shoot ghost, examine hole, exit catacombs, now at stairwell, go upstairs, take first door on right, go through passage, now in library, examine book on middle shelf - this opens secret passage, exit room, return to stairwell, follow path round, go through door, shoot flame, stand on chair, take food from top shelf, exit through other door in stores, on table is strength potion - use when strength is low, crawl under table, take gold, exit via other door, follow path around to ballroom, shoot ghost, go to other door, unlock it, enter, get potion (for faster throwing) from table, return to store, replenish energy (six rings each side), return to stairwell, exit castle, go to block, push it, fall down hole, shoot ghost, go to chest, examine, exit catacombs, go up stairs, take door on right, now in library, take thin door, go to chest, open, take treasure, return to front off castle, stand on edge of drawbridge, shoot block, now thrown onto top of church, walk up to steeple, turn around, take key, walk off church, enter tower, go to stairwell, walk up, go to room with axe on wall, exit, turn right, walk up stairs, walk around, take door on right, enter barracks, shoot ghost on ceiling, exit room via open door on other side, follow path, take cheese on path, follow path, walk through door which appears, open first door in corridor, enter king's solar, shoot flame on ground, exit, open door on left, shoot ghost, stand on chair, take treasure from top shelf, go behind junk in corner, enter next room, shoot ghost on right, exit, return to barracks, open door on left, go down to hot baths, fall through hole, walk onto steps but don't get off, go as far along as poss, look up, get line above you, exit, go to guard room (via carpenters, store, passage, main hall, ballroom and passage), open door, enter, shoot ghost, shoot bat, look down to right, blow flame, look up, take cheese from shelf, return to stairwell, go up, cross small bridge, open door, enter, shoot constantly at dragon until it disappears, go through hole it makes, now in magister, go to other end, examine box which disappears, return to door, examine other box, examine handle, door opens and er... end of game.

Of course, that was the solution assuming you took the part of the Prince. If you're going to be difficult and play the Princess then everything should be the same except

- In the hot baths hole there is a block which, if you examine it, falls over to provide the stairway.
- The block in the main hall is too big. The only (painful) solution is this: When you go through the already open door in the barracks, follow the path around you'll find yourself on a high ledge in the ballroom. Then shoot the ghost, get the cheese, drop down and bingo! When you go back round, in the main hall, drop down again, go to the kitchen and go into the larder, behind the cauldron and spit, and you'll replenish your energy. Ok?

Welcome back, viewers. A pretty generous helping of tips there, I'd say, and a complete bummer to type out as well 'cos they took me bloomin' ages. But ta very much all the same Lawrence. Have a badge.

PRACTICAL POKES

Give it a prod. Give it a POKE. I think it's gonna work out fine. Er, here's JON NORTH.

I've just finished my exams and left school, and hopefully I'll have have a job by the time you read this (want a programmer, Mr Bracey?). However, in the normal run of things this is neither here nor there, so, um, here are some POKEs instead...

ZOLYX

Here's a routine from **Richard Swann** from Camberley (Sinclairland) in Surrey. This gives infinite lives and time. Have a look at *How 2 Hack* this month and see if you can understand what Richard's done.

```
10 REM Zolyx by R.Swann
20 CLEAR 32767
30 LOAD ""CODE 65024
40 POKE 65041,251
50 POKE 65042,201
60 RANDOMIZE USR 65024
70 POKE 65158,0: POKE
65161,0
80 POKE 65201,91
90 FOR F=23296 TO 23315
100 READ A: POKE F,A: NEXT
F
110 RANDOMIZE USR 65152
120 DATA 62,201,50,11,96
130 DATA 205,0,96,175,50
140 DATA 112,198,62,52,50
150 DATA 45,197,195,0,176
```

SOCCER SKILLS

Another "awesome, brilliant, astounding" release from the Codies, now hacked by **Richard Thompson** (why is everyone called Richard or Chris?) from the West Midlands. It gives both players infinite energy. By the way, Richard, the 195 in line 70 shouldn't be 193!

```
10 REM Soccer Skills by
R.Thompson
20 CLEAR 26699: LOAD
""CODE
30 FOR F=26793 TO 26804
40 READ A: POKE F,A: NEXT
F
50 RANDOMIZE USR 26700
60 DATA 33,0,0,34,248
70 DATA 188,34,6,189,195
80 DATA 70,105
```

KEMSHU and *HOPPIN' MAD*

Andy Ryals of West Yorkshire sent these two after reading the first issue of *How 2 Hack*, so come on, here's conclusive proof that you CAN learn to hack by reading it! Why not try it yourself – you may be next month's Hacker of the Month, which is what Andy is this month. The *Kemshu* routine gives infinite time, the *Hoppin' Mad* one has a choice of infy lives or immortality. (Delete either line 50 or 60 depending on what you want.)

```
10 REM Kemshu by Andy
Ryals
20 CLEAR 24575
30 LOAD ""SCREEN$
40 LOAD ""CODE
50 POKE 25790,0
60 RANDOMIZE USR 35772
```

```
10 REM Hoppin' Mad by Andy
Ryals
20 CLEAR 24999
30 LOAD ""SCREEN$
40 LOAD ""CODE
50 POKE 42569,0: REM
IMMORTAL
60 POKE 40370,0: POKE
40451,0: REM INFY LIVES
70 RANDOMIZE USR 37e3
```

NEARLY!

Nearly there this month were **M Harris** from Kent (I'll be *How 2 Hack*ing Speedlock 2 in a few months, M, and send an sae for the lowdown on the SoftRom), **Derek Stuart** who sent a tame-header-creator (similar to *Load), and **Luke Borley** who deserves a slap in the eye with a Batrope for sending me *my own Batman* POKEs!! (The chump.) Oh, and, um, the new Speedlock Multipoke will be in next month's column.

IDIOT'S GUIDE

This month's routines are easy to use, just like every other month. Simply type them in (save them to tape for future use if you want), RUN them and load in the game from the start. The routine will load the game for you, so don't type LOAD "" or the POKEs won't run.

ONWARDS

You may have noticed a lack of Multiface POKEs. That's because, as well as the relative scarcity of the Multiface, I believe that there's more to finding infinite lives than asking Lifeguard nicely if it will hand them over. Now that that's been sorted out, send anything you've done to Jon North, Practical POKEs, *YS*, 30 Monmouth Street, Bath, Avon BA1 2AP. Anything printed gets its sender a badge, and Hacker of the Month gets a free game or a T-shirt or something. T'ra for now.

MANCHESTER UNITED

Even though this one's to do with Manchester, there's unfortunately not one mention of flared trousers - only football. Groan. Well, let's look on the bright side - it's a whole four years to the next World Cup at least. One bonus, I suppose. But anyway, enough of my complaints and onto some tips. To kick off, here are some from *Graham Williams*.

If you are playing a slow running team, the best (and easiest) way to score is to run down the touch line and then just walk up or down (depending on which side of the screen you're on). Then just simply walk behind the goalie and whack the ball into the net - the goalie won't be able to tackle you. Another way to score is to walk along the line and, when you reach the corner of the box, turn and shoot diagonally and the ball should end up in the corner of the net.

Phew - well at least there are no more footie things for this ish. Looks like we're safe. Oops. I spoke too soon. Here's *Alan Buxey*.

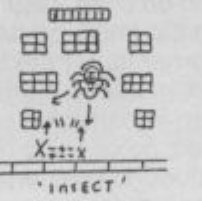
Simply hit player two's fire button whilst playing in a one player game to prevent the opposition from moving.

Oh, how thrilling. Have a badge.

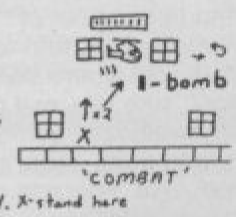
RAINBOW ISLANDS

Having problems killing the end-of-level nasties in that stonkingly cute platform game, *Rainbow Islands*? Oh. You're not. But never mind, here's *Antony Hutchinson* with some invaluble help anyway.

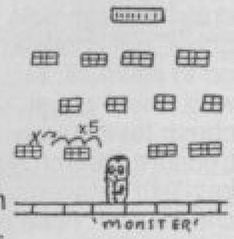
Insect Island (A large spider)
Stand just under the bottom left block and, when the spider comes down, jump up and blast him. When he goes up, stand under the rainbow and jump and blast him again. Repeat this until he dies.



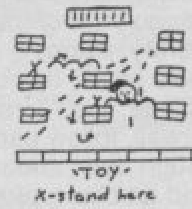
Combat Island (A large chopper)
Stand under the top left block and jump up and down and fire at him. Repeat this, then jump diagonally upright (avoiding the bomb, of course) and break the rainbows. With any luck, he'll pop his cork and you'll be away.



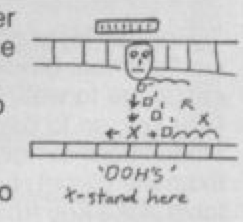
Monster Island (Dracula)
Go to the bottom left block on the screen and clamber on to it. Continuously fire rainbows at him, and jump on them, thus killing him in the process.



Toy Island (Mega clown)
Go to the middle-height block on the far left and fire a generous helping of rainbows at him. Just before he get gets under the rainbows, jump on them breaking them over his head, and you should fall safely to the ground. Then climb on the middle bottom block, and fire two rainbows and jump on them to finish him off.



Doh's Island (Doh)
Get right under Doh. When the first square comes out, go right and fire one rainbow. Walk onto it so as to be able to jump over the third and fourth square. Then bombard Doh with rainbows. When you land, scuttle over to the left-hand side and start the process all over again, but the other way round, if you see what I mean.



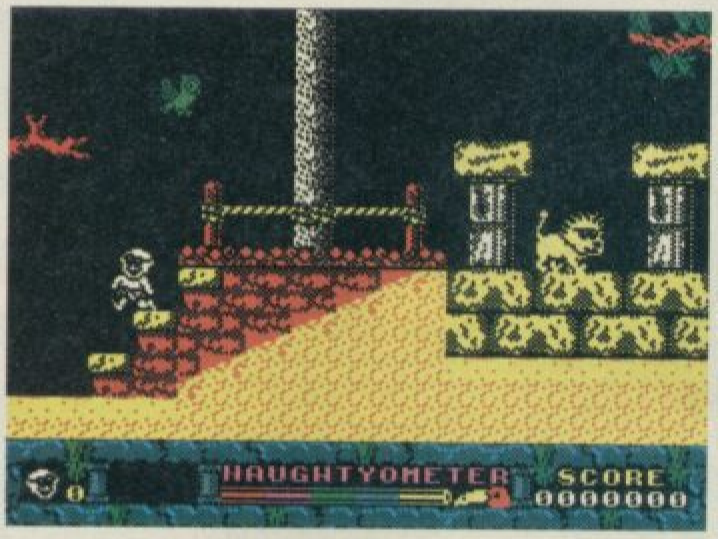
What a star, eh?

BYEEE

Oh, looks like that just about (rustle crinkle) wraps things up for this issue – hope it was okay with you. In fact, I hate to say it but I quite enjoyed doing it. I'll have to do it again sometime. Johnny "Don't Call Me Johnny" Davies will be back next time though, and the last thing he'll want to find is a huge pile of tips to be sorted through. So (heh, heh) send everything you've got to him at *YS* Tipshop, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP.

arcade adventure

NOURISHING TIPS



JACK THE NIPPER

shoot 'em up

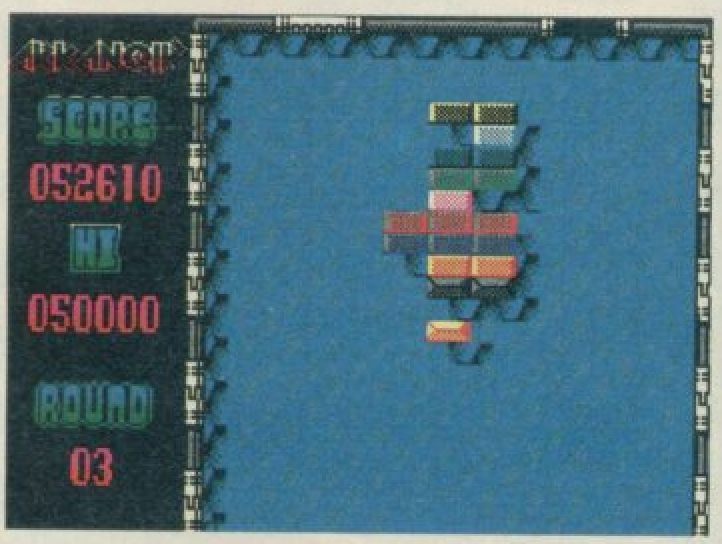
NOURISHING TIPS



X-OUT

arcade

NOURISHING TIPS



ARKANOID II

management game

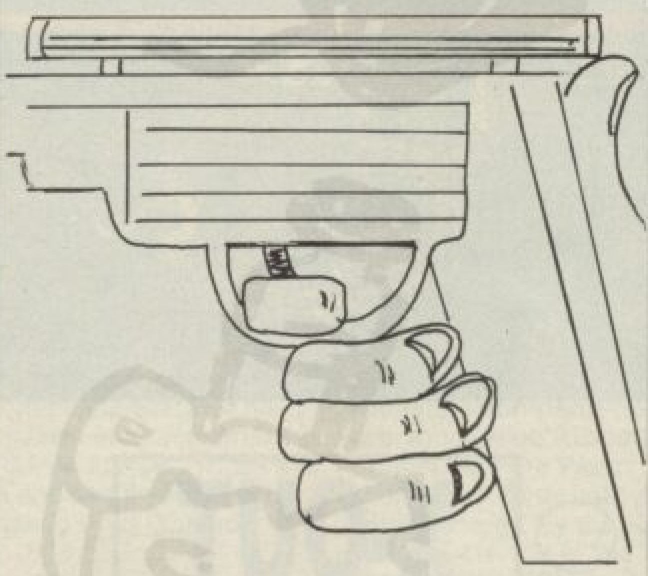
NOURISHING TIPS



FOOTBALL DIRECTOR II

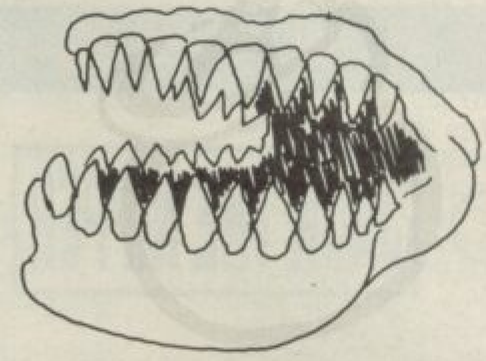
X-Out
by **Jonathan Boot** and **Austin Baker**

Yo-ho! We've got an absolutely bwilliant cheat for that mega-meaty game, *X-Out*. When you're in the shop pick the cheapest spaceship and put it on the grid. Then pick the one-way shot, take it to the shop-keeper's mouth and press Fire – you'll then get 500,000 credits (basically enough to buy the whole store). Good, eh?



Jack The Nipper
by **Hugh Turley**

- Use the battery in Just Micro where the square thing is on the ground. Just walk along the ground and touch it. When the screen flashes get out.
- Use the key in the bank and the museum to get through the radiators.
- Use the disk in technology research on the computer.
- Use the weight in Gummo's socks on the conveyor belt.
- Use the credit card outside the bank on the cash machine. Jump underneath it.
- Use the washing powder in the launderette. Walk right next to the machines and bubbles start coming out. The washing powder is in the secret passage in the bank.
- Use the glue in Gummo's chomping molars on the conveyor belt.
- Use the horn in the police station to scare the cat. If you keep beeping the horn where the cat was then your naughtyometer will keep on going up and you'll complete the game.



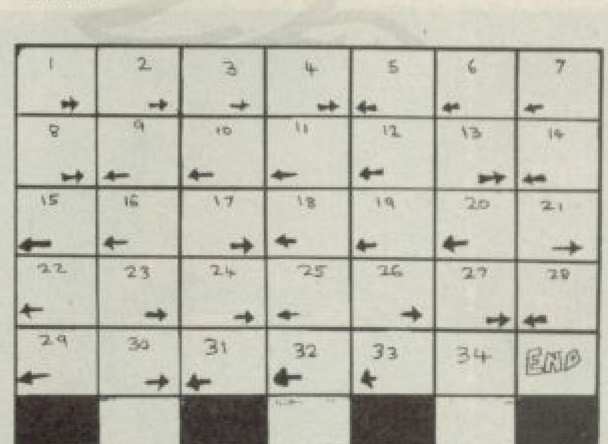
Football Director II
by **Ross Martell**

Load up your game of *FD II* then save it straight away. Now load up the saved game without loading up the *FD II* tape first. When you try to look at the listing you won't see anything, but don't worry. Type in the changes to your money, players' skills, ages etc, using the info supplied by Ian Pettman in the January ish. Now save this little lot using whatever name you wish. (If you save it under a different name to the one you used originally don't forget to use this one when you load it up again!) When you load up this new version you'll see that the changes you typed in have actually occurred! Amazing, eh? (Well, I thought so anyway.)



Arkanoid II
by **Ray Newell**

Here's my tip for the best route to take after completing a screen...




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So get serious about your software .... discover GOLD on your streets .... U.S. GOLD .... and do the right thing put some REAL life into your machine.

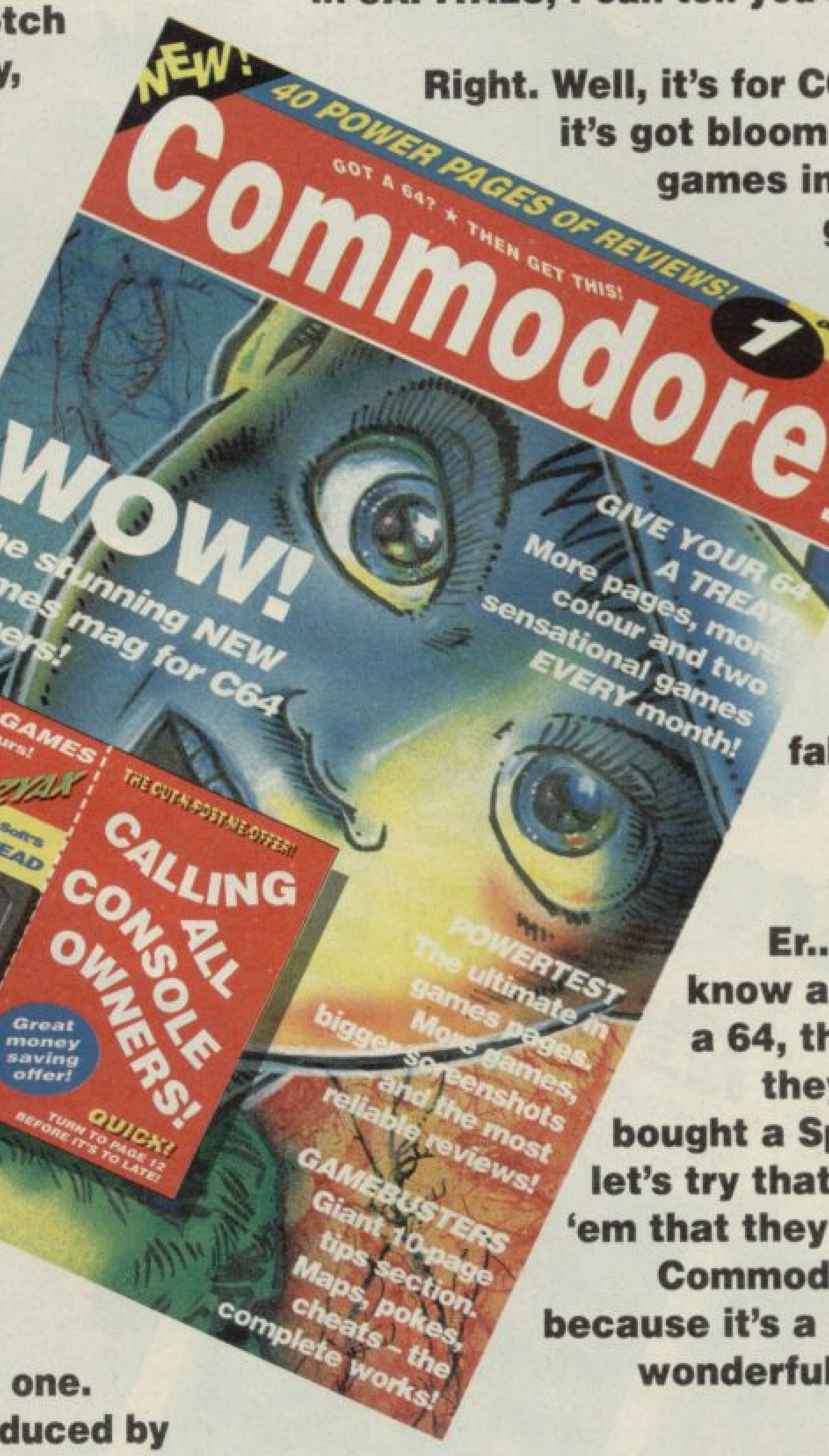
Blimey!

SO WHAT'S ALL THIS THEN?

It's a new, entirely top notch C64 magazine-type thingy, that's what.

AND WHAT'S IT DOING IN YOUR SINCLAIR?

It's sitting here terribly quietly on the page feeling a bit lop-sided, actually.



YES, YES – BUT (BUT! BUT!!) WHY'S IT HERE?

Um...Not too clear on that one. Er...Because it's being produced by Future Publishing (hurrah!) who are these funny people in Bath who now own Your Sinclair. And if you'll just shut up with all these QUESTIONS in CAPITALS, I can tell you all about it.

Right. Well, it's for C64 owners, it's got bloomin' loads of games in it, and it's got a mega whopping fabbo tape on every issue. Sorry about that mega whopping fabbo, by the way.

What else? Er...Well if you know anyone with a 64, then tell 'em they should've bought a Speccy. No – let's try that again. Tell 'em that they should get Commodore Format because it's a completely wonderful magazine. Honest.

Commodore Format: It'll be quite good. Probably.

FIRST ISSUE ON SALE SEPT 13th ★ IF YOU'VE GOT A C64, GET A COPY!

HARDWARE

RAGE HARD!

The Hobbit is a Soviet Spectrum clone that does everything Uncle Clive built into the original Speccy, plus a lot of the things he forgot – and it'd only cost you 13 years' salary to buy one! Join big KEITH POMFRET for...

THE STRANGE STORY OF THE SOVIET SPECTRUM



Lumme, call this a Spectrum? It's too sleak and slinky by far!

The other week we had a phone call – there were a couple of Leningrad computer designers in London showing off their brand-new Spectrum-compatible machine, and did we want to see it? Well, of course we blooming well did! Come down to Bath, we said, and let us take it through its paces. The very next day Michail Osetinskij and Dmitri Michailov climbed on the back of Perestroika (well, a British Rail London-to-Bristol loco actually) so we could bring you a report on this powerful new machine.

From Leningrad with love

In the Soviet Union there are no copyright or royalty laws so if you want something you just make or copy it. When Michail and Dmitri needed to produce a computer for the Soviet educational market they chose the Spectrum, but instead of simply cloning it they added a list of features that could show up some western PCs.

Dmitri explained – "In Leningrad, many people get out their soldering irons and make their own computers. It's the only way. The Spectrum is the most well-documented computer in the Soviet Union, so that is where most people start – there are now at least 20 different Spectrum clones in Leningrad alone, so when we wanted to build an educational computer it was the obvious place to start.

"A western PC costs 60,000 roubles to buy in the Soviet Union, you see, and even a Spectrum costs 40,000! At 250 roubles a month, that's just too much."

As to why the Spectrum is so well-known in the Soviet Union, well, just think of the size of it (especially one of our rubber-keyed chums). What would you want to smuggle through customs – a C64 or something you could hide in the lining of your jacket? (It's quite obvious really.)

School Prize

Over 15,000 Hobbits have been produced so far and they are used exclusively in schools. The basic machine comes with two 5.25 inch disk drives, networking and more ports than the south coast.

Games players will be chuffed to know that there are three joystick ports on the back. One is Kempston-compatible and the other two are Sinclair. A built-in ROM routine allows the transfer of tape programs to disk, and any TV or standard PC monitor can be plugged straight in. The memory is 64K (though you can switch to 48 mode if you want).

So what's it like to use?

Well, we powered it up in the *YS* office to take a look. Right, switch it on and... a-ha! There's the familiar Spectrum screen... but (of course) it's in Russian! A single key-press and you can put it back to Uncle Clive's more familiar English message. In fact, to make it easy for any country to use, the single key-press can take the Hobbit from the Russian Cyrillic script to the Western Roman alphabet or anything else you fancy (once you've loaded it in). Another key-press and we could be in Arabic!

The full-sized 74-key keyboard is as comfortable to type on as any conventional PC (and far better than the crappy little things that most Speccies are lumbered with) though the dual Roman/Cyrillic markings on the keys were quite confusing to use. Still, that's only a problem if you're a crappy typist like most of us lot – a touch typist wouldn't look at the keys anyway!

As for what the computer looks like, well, you can see for yourself from the photo. It's sort of off-white, a bit plasticy and rather basic-looking, but it still manages to look a lot more sophisticated than most Speccies! In fact, it's all a bit reminiscent of a Lada really – an old (but perfectly good in its time) western design, spiced up and improved a bit in the Soviet Union. Of course, with Ladas they then brought the thing full circle and sold it back to us! Could the same thing happen with the Hobbit? (Read on!)

But how compatible is it with Spectrum programs?

Well, the Hobbit claims full compatibility with all Speccy stuff, legally programmed or otherwise (though of course in the amount of time we had to spend with it we couldn't really judge how true this is). There's no real reason to doubt it though – a quick look at the workings inside show that there's a good deal of Uncle Clive's original bits and pieces in there!

The Hobbit comes with a built-in diagnostic program monitor and assembler/disassembler that will make life simple for those who like to interfere with their programs. Spectrum Basic is supported (of course) and there's a Soviet version of CP/M (called Beta) included too, which should open up a whole world of business software to the Hobbit. The educational theme is continued with the inclusion of the graphic and list-processing language, LOGO, and provision for including Pascal, C, and Forth on plug in ROMs.

In Leningrad, where the Hobbit is used in many of the schools, the networking abilities mean that students can do their work and hand it in to the teacher's 'master' Hobbit or PC via the network.

The teacher can also monitor what is going on on any other machine, and in the event of one crashing any other Hobbit on the net can be used to 'revive it' and recover files from it. It's a feature that is especially useful in program development because it allows a teacher to examine the crashed machine to see the state of the various registers.

How about games and magazines though? If the thing's mainly used in schools, is there any interest in that sort of thing?

The ability to write and develop software is important behind the Iron Curtain. With few western games, peripherals, or magazines getting through, home grown software is valuable currency.

The quality and quantity of computer publications in the USSR is next to zero. Michail said, "The one computer magazine published in the USSR is dry and corporate. We would like a magazine like *Your Sinclair* that has more life in it."

But is this all really just of curiosity value, or will we ever see the Hobbit actually sold in this country? Well, maybe. Michail confirmed that though they do actually hope to launch the Hobbit in Europe and the Third World, another important reason for coming to the UK was to visit *YS* and show us what's capable behind the (slightly parted) iron curtain! (Sweet of him, eh?)

TECH SPEC

The Hobbit
- Keyboard and processor in a single unit
- Twin 5.25 floppies
- Power supply unit
- Built-in TV/monitor/colour card

Processor
- Z80A running at 3.5MHz
- 64K of addressed memory
- Operating system ROM (16/8/0K RAM used depending on configuration)
- 64K RAM (48, 54, or 64K including 6.5K screen memory)

Interfaces
- System bus (accessible)
- Parallel port (Centronix)
- RS232 serial port
- Three joystick ports (two Sinclair, one Kempston)

Keyboard
- 74 keys including 33 reprogrammable (soft) keys
- Support of Cyrillic/Roman/Arabic alphabets

Disk controller
- All types of SS/DD and DS/DD drives (maximum of four on each machine). Hard disk supported by patching disk-operating system.

Power supply unit
- Independent 5v at 1.5A on 220-240v 50/60 Hz mains power (consumption 7.5 watts)

Video adapter card
- 256x192 pixels
- 24x32 characters in text mode
- 15 colours
- 80 column by 24 lines emulating CP/M supports colour/mono TV
- TTL PC monitor

Peripherals
- Up to four disk drives, including two supplied with each Hobbit
- Cassette recorder
- Printer (serial or parallel)
- Joystick
- Lightpen
- Mouse

Software
- Inbuilt BASIC/LOGO
- Network drivers (100K Baud)
- BETA (CP/M clone)
- Sockets for ROM operating systems (Pascal, Forth, C)
- Fully Spectrum software compatible

FAX BOX

Anyone wanting to contact Intercompex, the company who manufacture The Hobbit, should write to Intercompex, ul. Kalinina 13, 198099 Leningrad, USSR.

Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2AP.
Star letter winners receive three games! All letters win a YS badge.

Well, well, well. Another month has passed and we're all about thirty days older. A strange thing, time, isn't it? If you want it to pass quickly, it passes slowly – but if you want it to pass slowly it literally zooms along. For everybody except me, that is – because I come from beyond this universe, and can control time at will. I am Gadgy The Mutant Ninja Duck from the planet Winny Winnoo. Actually, I'm not: I'm Matt Bielby from the planet Earth, and I'm in an incredibly bad mood. Onto you lot.

BOVINE McSPONGIFORM

I am a mad cow-eek-eek, knock knock cuckoo! I am writing to say "Boing" and that *YS* is rubbish. And wicked. Cook them sausages, cook them sausages – NOW! Ooh yes, ooh yes - NEVER! Noee, noee, noee nanana. So can you – here he comes, baa, meow, woof woof. Please change your socks.
Mad Ben
Forest Fields, Nottingham

Actually there's a new party game we play down here in Bath. It's a bit like Pass The Parcel, except instead of a parcel we use some opened tins of Whiskas "Supermeat". The tins (and a spoon) are passed from person to person until the music stops, whereupon the chump holding them has to take a mouthful. The game goes on for three weeks and the winner is the first person who stands up, starts walking round and round in circles and then drops, dribbling, onto the floor. Duncan normally wins. **Ed.**

MORE DEFENCE

I have a few things to say about *YS*. (Stop! Don't throw this letter away, I'm not complaining – makes a change doesn't it?) Mr Jeffreys sure has kicked up a stink. I am interested in computer sciences. I like them a lot, but if I want a mag with science in it I'll buy the Amstrad magazine (also published by Future), namely Amstrad Action. I read *YS* because it is amusing. And as for the smut and sarcasm, *YS* is a cartoony, funny mag, so Mr Jeffreys and Mr Breslin (ish 55) take note. *YS* is for laughs, and you obviously don't have many – so go and read some other magazine.
Matthew Harrodere
Solihull, West Midlands

What do you mean? YS is a cartoony, funny mag? No it isn't. It's a highbrow publication aimed at Radar Operators and Air Traffic Controllers. Read carefully between the lines and you'll find equations, formulas for producing new types of computer chip and loads more besides. Pay more attention in future! **Ed.**

OVER TO YOU...

If you will permit me, I will organise for you the Readers Awards of the 1980's. Readers of *YS* decide what they think is the best Spectrum game of the eighties, then they send their vote to me. What do you think?
Tim Stevens
Borrowash, Derby

I think that the Ecu (that special new European compatible money) is a perfectly sensible idea as an additional currency to the pound. After all, I love waiting in shop queues while the elderly and confused fumble with one, two, five, ten, and twenty pee pieces. Just imagine the "fun" when they've got some Ecu's rattling around in their purses as well. Will there be special checkout counters in supermarkets marked "less than five items (and Ecu's only)"? Only time will tell. **Ed.**

GOLDEN OLDIEST OF THEM ALL

In reference to your letters page in the June issue – Golden Oldie and Golden Even Oldier. At 63 perhaps I can cap that (although you're only as old as you feel). Five years ago my spine collapsed through arthritis – and after being bedridden for the first year I thought I would go doolally until I came across a copy of *YS*. I persuaded a friend to buy a Spectrum 48+ for me, so armed with some software and as many books on the subject as we could find I set about finding out what made it tick. Each month I would have my wife panting at the door of the newsagent waiting for your next copy of *YS* to see what new listings (which you used to publish) would appear. I'm sure it was the joy of typing in these programs that kept me from going mad.
Mr A. C. Palmer
Barry, South Glamorgan

Was that a subtle hint? Are you trying to get me to print more listings by being nice rather than argumentative? Are you trying to send me on a massive guilt trip? Er, oh dear, I'm going mad! Pass the Whiskas someone! Oh, and here's a listing for you....
10 PRINT "Type in seven extremely long words"
20 INPUT A$, B$, C$, D$, E$, F$, G$
30 NEW. **Ed.**

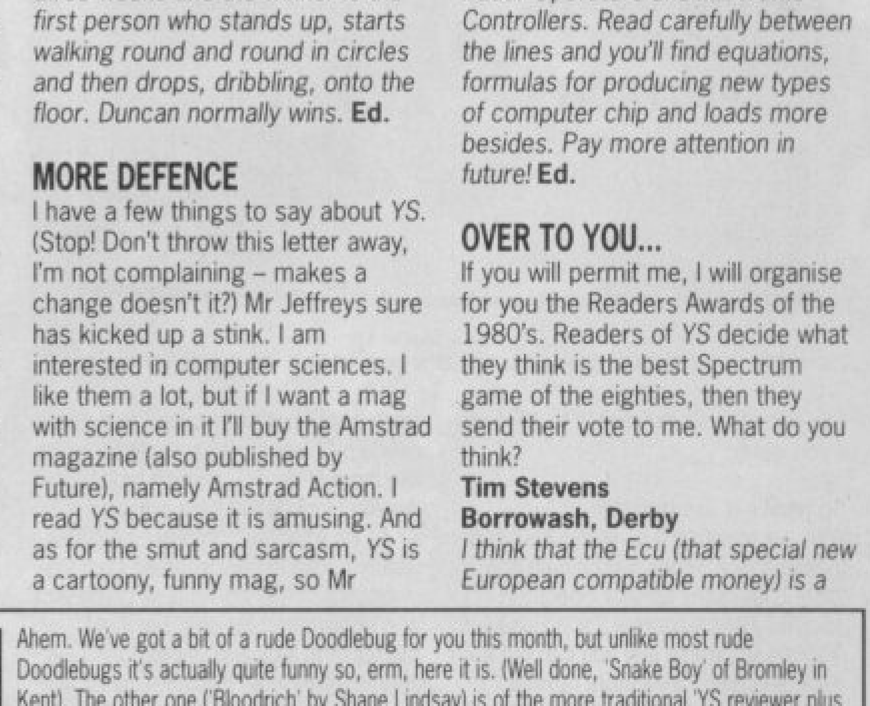
THIS MONTHS LECTURE

I would like to write to you to say how much your magazine has improved. I don't particularly wish this letter to be published, although you may have a different opinion. *(You must have a crystal ball. Ed)* I have been a 'quiet' reader for four years and have seen quite a few changes in computing. Call me eccentric but I still like the

DOODLEBUGS

Ahem. We've got a bit of a rude Doodlebug for you this month, but unlike most rude Doodlebugs it's actually quite funny so, erm, here it is. (Well done, 'Snake Boy' of Bromley in Kent). The other one ('Bloodrich' by Shane Lindsay) is of the more traditional 'YS reviewer plus crap pun' school of thought, but for once it's actually quite well drawn so, um, here it is as well.

If you can come up with something clever, funny or even well drawn for Doodlebugs don't keep it to yourself! Send your pics (black ink only please) to **Doodlebugs, YS, 30 Monmouth Street, Bath BA1 2AP.** There could be a free game in it for you if we print it!



Spectrum. I find it cheap and efficient for my needs. *(Oo-er. Ed)* Your magazine has helped me with some of the finer points of computing over the years, but...

I see the need for a wide spectrum of topics to be covered by any magazine, but if any magazine becomes too acute in its outlook it will lose popularity. Market research has proven that people use computers for leisure purposes. I won't be a hypocrite – I love to play computer games. I also like computing as a topic. Yes. I see your point. We don't want an incredibly boring technical magazine about using the Spectrum as flight controller on your first aerospace mission. But come on, keep the work going! You've introduced a few new topics. These subjects sell magazines too. (Although by the time you're only interested in sales it is time to stop). Keep a balance. The Spectrum is an old machine and will eventually phase out, we all know that. But at least your little addition could make it last a little longer, surely? Versatility is the only way to survive. After this lecture I think I'll put on some WASP, load up *R-Type* and have a good blast. That is allowed isn't it?

James Cuff
Preston, Lancs

Yes, that was a little bit of a lecture, wasn't it: so you deserve one back. Right, listening to WASP and playing R-Type. No, it most certainly isn't allowed. As Mr Jeffreys would no doubt agree, heavy metal music is the music of the Devil while R-Type is a degenerate and mindlessly violent game. Together they can only serve to turn you seriously squiffy. You'll be axing people to death next. I suggest you make a hot mug of Ovaltine and tune into Praise Be (with Thora Hird). **Ed.**

MATT'LL FIX IT

I am a fourth year student at Stowmarket High School. As part of my GCSE Integrated Humanities course I have to produce a Personal Research study. This means I have to choose a subject and produce a project on it. The subject I have chosen is how the development of technology has affected the printing industry. I would be grateful if you could supply me with any information on this subject, especially how your magazine used to be printed and how it is printed now.

Anthony Smithies
Eye, Suffolk

No problems. Well, back at Dennis Publishing we used to use the 'potato printing method'. We'd cut loads of King Edwards in half and, using lino-cutters, carve the mirror image of all the reviews and pictures into their fleshy undersides. Then we'd get blank pages assembled, cover the potatoes in different coloured inks and literally stamp them down onto the paper, thereby producing a magazine. Here at Future we use the more up-to-date Desk Top Publishing approach, where everything is done on computer screens. Call me old fashioned if you like, but I still prefer the potatoes. **Ed.**

CRAP BEAT-BOX

I guess you've had enough of crap poems (and that rap that Plug One of De La Soul couldn't do), so I've decided to write a Human Beat-Box. Here goes... "Puh kri puh puh-puh kri puh kri puh-puh." Hmmm, I think it loses something in print. Anyway, continuing with this letter, I want to complain (sorry). In your advert you say that everybody who applies to be staff writer has to be 18 or over. So how come you employ Rich, who is just taking his GCSE's?

Richard Anders(s)on
Gloucester

He's incredibly thick, and these are his 89th re-takes. He's actually 77. The only reason I employ him is because he's cheap. **Ed.**

NOT A HAPPY BRAZILIAN

I just happened to buy *YS* for the first time, and I was very disappointed to discover that there was no tape at all, although the cover said that there should be one. And I was quite sad to discover that the tape didn't come with the mag outside the UK! I don't think it's fair at all! In this very issue there was a letter from a Dutch dude complaining about the same problem and you "kindly" suggested that he hop on a boat once a month and buy his copy of *YS*. "And you don't even have to pay for passage either – you could offer to swab the decks instead"(!!!) Are you going to "kindly" suggest that I SWIM across the Atlantic Ocean to buy my copy of *YS*? Okay, I have already considered getting a subscription, but it gets so difficult and expensive (red tape, you know) that I simply gave up! What do you have to say about that?

Luciano Silveira Do Espirito Santo
Santos, Brazil

Tut tut! You do give up easily, don't you. And I'm not going to suggest you swim the Atlantic – I'm going to suggest that you learn "matter transference", whereby you split your body into its component atoms and "beam" them over to Britain. It's easy once you know how. Actually (and to stop being churlish for once) we are sorting out this "tapes on mags outside the UK" business. You may not think it, but I'm on your side. Really! Just hang in there. **Ed.**

I CAN HELP!

I am a Graphic Product Design student and for part of my GCSE course I have to do a project about some area of the design world. I have chosen to study the front covers of magazines and to see how they differ according to the type of reader they want to attract. Your magazine is one of the ones I have chosen to use for my project. I would be grateful if you could tell me what kind of readers you try to attract and how you arrange the cover to catch their eye.

Emma Porter
Stevenage, Herts

Well, there are many formulas – depending on the type of magazine we're talking about. YS falls into the Someone Hitting Someone Else/Someone Covered In Blood/Someone Holding A

STAR LETTER

AND IN THE RED CORNER...

I have the answer to the underpants question by Martin Van Spanje in ish 55. The Dutch underpants look like the knickers used in the lambada. Instead of them, we have classy Y-fronts and boxer shorts. I rest my case. Here are some Y-fronts and briefs from the future:

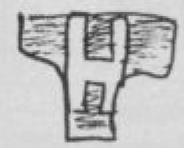
Mercedes Y-fronts



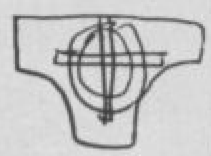
X-fronts



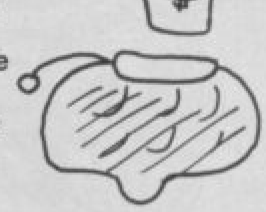
H-fronts (for helicopter pilots)



Target fronts (could prove painful)

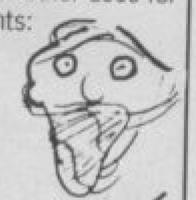


Inflatable briefs (stun the women)



Here are a couple of other uses for the Dutch underpants:

A gas mask (safe from toxic fumes)



A snooker pocket (he's potted a red)



Jason "The" Knight Maidstone, Kent

Well done. Do any other countries reckon they've got the best underwear? We'd all be very interested to hear from you. **Ed.**

WONDERFUL WORLD OF SPECCY

Every month we receive loads of letters from around the globe. Sometimes they make sense and sometimes they don't. Here's one that doesn't. (It's from Italy).

DOUBLE FRUSTRATION

Help! I have just (but writing is a very long hard work...) received YS 54 but, horrible sight, without Smash Tape inside! Double frustration: first tape missing, second the impossibility to restore the case often smashed and crumbled like rice crispies but I like 3-D puzzles! After a first reaction very similar to the cover picture by G. Fabry and a bit of investigation I was sure that there were no holes in the plastic envelope neither Smash Tape reduced to picoscopic proportions with the incredible shrinking ray. So: maybe it has been used as fuel for your train time machine going into the "Future"? I suspect also that PC1 in Scene Six at Bath police station: if he is able to look like the King of Spain he probably knows some other thievish tricks. On page four, also in issue 52, David's expression made me suspicious: he could have stolen my tape to re-sell it on the black market to pay the poll tax. I was not able to reach a conclusion, however that may be. Thatcher's cuts to social expenses seem to be really very hard if you must travel 122 miles to go to the "Bath".

Carlo Maria Vireca
Novate Milanese, Italy

If David did nick your tape it certainly wasn't to help him pay his poll tax. He isn't going to pay, you see. None of us are. Ha ha ha! We'll rot in jail first, and that's no joke. Thatcher's crew are already pretending that more people have paid than actually have (like they did when Poll Tax was brought in in Scotland) but nobody's fooled. Oh, and sorry about the tape, these things happen sometimes. Still, you get a badge out of it. **Ed.**

Trainspotter Award



PILLOCK

I'd like to say "Matt's a pillock" and why? Because in the June ish, on the *Turrican* preview he said "There are nine weapons, and here they all are." But you only printed seven, and if I don't get a Trainspotter I'll throw a tantrum and cry.

Anon

And I don't even have to make up some ridiculous lie to get out of it! You forgot to enclose your name and address you clot! Ho ho ho! **Ed.**

VOLCANO LAND

Hi! It's me again, and this time I claim a Trainspotter Award. On page 29 in issue 54 Aritus from Portugal claimed a Trainspotter because he thought *Back To Skool* was a spelled wrong. You claimed he was wrong, and that "skool" was right, not "school." You're right. But! The game is rightly called Bak To Skool, not Back To Skool as you wrote! So there.

Agúst Arni Jónsson
Reykjavik, Iceland

God, you Icelanders. You all think you're so blimming clever, don't you. First Magnus Magnusson, then The Sugar Cubes and now Agúst "Arni" Jónsson. There's something you don't know though. There's a series of jokey books you can buy over here, concerning the exploits of a schoolboy and his chums. One of these books has the title Back To Skool, which is where the computer game title was nicked from. Gotcha. Better luck next time. **Ed.**

DODGY MOVES

Concerning the Beat-'Em-Up Guide in ish 53. In the box labelled Moves That Changed The World, under the heading The Pile-On, you said that it was when someone grips you from behind and someone else duffs you in. Bodge! A Pile-On is when someone leaps on a downed person, and someone else leaps on him and so on until you've got a pile of people. I demand a Trainspotter.

Luke B
Wisbech, Cambs

I phoned up the Electricity Board to see what they thought, and apparently we're both wrong: a Pile-On is in fact a large metal structure that carries high voltage electricity cables – it's purpose being to electrocute small children who fly kites. **Ed.**

Weapon/Fast Sports Car camp. I used to work on a periodical called Tractors Monthly where each issue we would have a picture of a tractor. Pop magazines have pictures of pop stars, car magazines have pictures of cars, war magazines have pictures of people being carried around on stretchers and so on. Here's another project for you – design a cover for a tree surgeon's magazine. **Ed.**

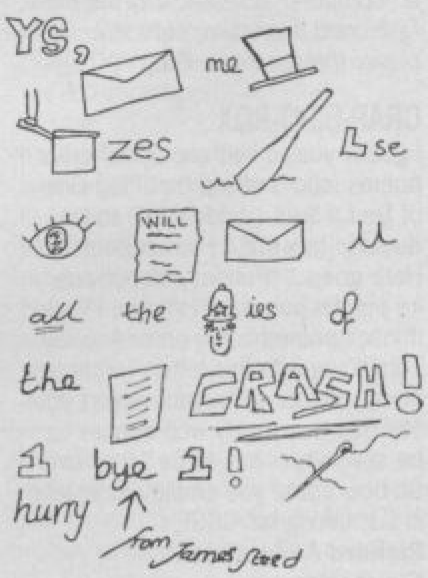
OLD VERSUS NEW

Like many Speccy owners, when I buy new software I forget about my old software. But!! Last week I looked at some of my old games, like *Commando*, *Into The Eagles Nest*, *Future Knight* and many many more. They may not have the graphics, speed and sound of something like *Chase HQ*, but they are great fun. Just because they're old doesn't mean they're crap.

Donal O'Duibhir
Raheny, Dublin

You obviously haven't met my Gran. **Ed.**

EASY PEASY



James Steed
Ilminster, Somerset

Here's what I took it to mean: "YS, envelope me hat chopzes baseball-bat else I will envelope you all the helmeties of the sheet of paper crash one by one needle." Surely that's not right? **Ed.**

KINDLY LEAVE THE STAGE

Although this month it's sort of Kindly Leave The Stage meets The Wonderful World Of Speccy. Have you ever wondered if jokes from other countries are as crap as our own? Well, you'll be pleased to hear that the answer is a resounding "Yes!" You want proof? Right. First up it's **Arif Ullah** from Bangladesh with these "gems"....

Q: What gives us milk but only has one horn?
A: A milk van! *(Boom boom. Ed).*

Q: What do you call a lamb that goes into orbit?
A: A space sheep!

Oh well, at least they make sense (unlike the ones we get from Finland every now and again). Next we have a couple from our very own **Jonathan Davies** (would you believe) which sort of make sense I suppose.

Q. What do you call a man who used to like tractors?
A. An ex-tractor fan.

Q. What's big, white and wears checkered trousers?
A. Rupert the Fridge.

Ahem. So there you have it. The world is united – regardless of creed, colour or race there's one thing you can rely on – crap jokes. Go on, do your bit for world harmony: send your crap jokes to Kindly Leave The Stage at the usual Bath address. Oh, and can we have some more from Finland please?

SMALL PRINT

I just buy *YS* to wipe my bot.

Paul Gillen
Wishaw, Lanarkshire

The backs of Andrex packets make a good read, don't they? **Ed.**

Apologies for all the Tippex, but I'm an adventurer not a typist.

Mark Walker
Sneinton, Nottingham

That's no excuse. Thor Heyerdall doesn't use Tippex. **Ed.**

Please give me the most boring letter award.

Anthony Martin
Weston Supermare, Avon

Your letter was too boring to be printed in full, so I'm going to give you the Most Boring Smallprint award. Happy? **Ed.**

When is a Spectrum not a Spectrum?

John Crewdson
Bradford, Yorks

Ah. A cunning riddle. **Ed.**

BUD PICO'S



HOW TO DO IT!

Hey hip dudes, happenin' Spec chums and chumettes! It's everyones favourite Do-It-Yourself personality, Bud Pico. This week he has a fan letter!

Dear Bud,
You're my favourite DIY personality. Please could you send me a signed photo and a Bud Pico Taught Me How To Do It badge, so that I can be the envy of my school chums? You are so much trendier than Bob Symes with his crap *'House That Bob Built'* series. To show you how hip I think you are, I've written a rap for you! It's called the Bud Pico rap...

I know a guy who is the bizz!
At Do It Yourself he is a whizz
He's rather podgy with a baseball cap,
Checkin' out the Bud Pico rap
(The Bud-Bud-Bud-Bud Pico Rap!)

If your roof's gotta leak,
Or your gate's gotta squeak,
Ain't gonna fret - gonna call Bud Pic
He's rather podgy with a baseball cap,
And he sings the Bud Pico rap
(The Bud-Bud-Bud-Bud Pico Rap!)

If your loft needs insulating,
Or your dog's rather frisky,
He'll remedy the problem
With a pack of Rice Krispies
He's rather podgy with a baseball cap,
And he sings the Bud Pico rap
(The Bud-Bud-Bud-Bud Pico rap!)

Hope you like it Bud,
Cheers,
Paul Fisher,
Edmonton.

Thankyou Paul for that splendid cheery rap,
I'd write you one back,
But I'm actually rather crap
At getting words to rhyme
And to fit a beat
I'm much more at home
Mending a garden seat
It's DIY that is more my forte
Oh, and I'm not that plump
And I've just turned 40
Cheers
Bud


YOUR
SINCLAIR


GOLDEN AXE

HOW 2 HACK

As promised, this month JON NORTH explains what decrypters are, and how to crack a simple one. (Well, simple-ish...)

Decrypters? What the..?

When a loading system loads it appears as a big block of data on tape. Within this data is, say, 20 or 30 bytes of runnable machine code and loads and loads of garbage. The runnable machine code takes the garbage, byte by byte, and changes it into something else. Part or all of this new data will be some more machine code, and, eventually, it will all be runnable, in which case you've found the loading system.

Why Bother?

As you saw last month, to put POKEs into a protected game you need to make the computer load it in, then go back to your hack to put in the infinite lives (or whatever) POKE. To do that, you need to change the JP to the game in the loading system, which means having access to it. And, surprise surprise, to get access you need to crack the decrypter(s) in front of it.

How do you recognise one?

A decrypter will change bytes in memory. A simple example would be POKE addr,PEEK addr+4, although in practice they are usually more complex than that. We saw in the first column that PEEK is denoted in machine code by brackets, so you are looking for brackets, and the end of the loop will be a JP, JR or RET followed by Z or NZ.

The R register

This is a special register which is very often used in decrypters. Alkatrazz and the various Speedlocks use it, as well as a lot of others. Every time a machine code instruction is executed the R register goes up. It's possible to calculate how much it goes up by: XOR A increments R by one, but LD IX,23000 increments R by two. Therefore, if you start a decrypter with LD A,200: LD R,A then you can reference the value of R (and decrypt with it) at any point until you actually resume loading.

Trailing decrypters

These decrypters work out the number to put in memory by using the last number put in memory. For instance, it is known that if 44 has just been put in memory then the next number will be PEEK address-44 (or whatever the instruction says – it may be PEEK address+44). If you are having trouble understanding that lot (it's a bit tricky trying to put it into words), I'll be giving practical examples of each type over the next couple of months.

A Useful Routine

When hacking a protected game it is more than likely that it'll crash if you try to load it and then return to Basic. The following routine will cause a NEW to 6400 (I've never seen a game where the code from 4000 to 6400 is needed to get infinite lives), so you can return to Basic making hacking easier. Sometimes (as with the *Zolyx* example) the game is loaded at one point in memory, but is moved to somewhere else. Keep a look-out for that before you hack the game itself. Generally, if the JP to the game is very low (say, 5B00-6000) or very high (FA00-FFFF) the game will be moved. DI; XOR A; LD DE,6400 (change this if you want, but not lower than about 5D00); JP 11CB.

Adios!

Sorry I didn't have enough space to crack Bleepload – I'll do it next month, honest! In the meantime, why not try it yourself? (Here's a clue – it does the same thing 46 times then prints a picture!) If you hit any problems, or, for that matter, have any ideas of your own, then drop a line to Jon North, How 2 Hack, *YS*, 30 Monmouth Street, Bath, Avon BA1 2AP. If you send an sae you'll definitely get a reply, if you don't you definitely won't. (I'm generous, but not that generous.)

Oh, and before I go, I'd just like to say "Thanks!" to the incredibly generous Mr Giles Hopson of Sutton in Surrey, without whose Speccy I wouldn't have been able to write this month's column.

Example
***Zolyx* (and countless other Covergames)**

Load the basic and see what you get:

Zolyx LINE 0 LEN 142

Now *List it, remembering that 0 is the first line executed:

```
10 PAPER 0: INK 0:
BORDER 0: CLEAR 32767
20 LOAD ""CODE 65024
30 RANDOMIZE USR 65024
40 POKE 23418,84
50 SAVE "Zolyx" LINE 0
60 LOAD "Mast0"
```

So we know to CLEAR 32767, and that the loader runs from address 65024. Load the code in and disassemble from 65024:

```
FE00 DI
FE01 LD HL,FE80
FE04 XOR A
FE05 LD R,A
FE07 LD A,R
FE09 XOR (HL)
FE0A LD (HL),A
FE0B INC HL
FE0C LD A,H
FE0D OR L
FE0E JP NZ,FE07
FE11 JP FE80
```

The DI simply stops R getting corrupted. It stands for Disable Interrupts, which in English means that the processor doesn't stop every 50th of a second to read the keyboard. HL is then set to FE80, and A and R are set to 0. The loop itself starts now. A is set to the value of R (which, remember, is constantly changing), and this is then XORed with PEEK HL. (XOR is a logical function, and is used in the same way as you would use ADD or SUBtract.) The new value is then put back into memory with the LD (HL),A instruction, and HL incremented (has 1 added to it), so it points to the next address in memory. LD A,H: OR L is just a way of seeing if HL=0. If it does not, it JPs to FE07, and does the same thing all over again with the next address in memory. If HL does equal 0, it JPs to FE80. Incidentally, doing INC HL when HL=FFFF makes HL equal 0. So we know that this particular decrypter changes every byte in memory from FE80 to FFFF inclusive. To crack it, we want to make it come back to our hack once it has done all its decrypting, so you can POKE FE11 with C9 (for RET). Try it directly in Basic – you'll see it crashes. That's because of the DI right at the start. To overcome this, simply Enable the Interrupts (the EI instruction), which you can do by POKEing FE11 with FB and FE12 with C9. After it has done its decrypter it JPs to FE80. I won't go into detail here because I covered headerless files last month, but here's a summary of the routine at FE80...

FE80-FE8F makes the screen black; FE90-FEA3 loads the two game blocks; and FEA4-FEB1 moves the routine at FEB2 to 6000 and JPs to it. The routine is 50 bytes long. FEB2-FEBF moves the game from FDFF to FFFF, and JPs to it. The game is 5001 bytes long. Change the BOOO at FEBE to something convenient to put POKES in.

PROGRAM PITSTOP





Despite the fact that he's had a whopping great helmet stuck to his head for the past three months, JONATHAN DAVIES still manages to leap into action for yet another installment of, you guessed it, Programming Pitstop. Hurrah!

Oh. Um, I was just about to have lunch actually. Could you hang on for a few minutes?

Right, off we go then. It's been a busy month on the whole, what with one thing and another. Luckily, though, I've been able to take a short break from my hectic life-'style' to sift through the latest heap of contributions. And what a corking collection they are. Blimey, yes. It's been almost impossible to choose the best ones, it really has, but a decision has had to be made. The results are as follows...

After an absence of several months from professional Pitstopping, **The Fractal Farm** has re-entered the arena with a massive pile of stuff, the choicest titbits of which are reproduced below. And there are also a couple of stonking special effects routines from **Paul Dias** and **William Fraser**.

Hokay. You know what comes next – a bit of fancy finger-work on your part, and hours of unadulterated hex-filled bliss. Go to it.

FRUITY FRACTAL FRIPPERY

by The Fractal Farm

Plunging straight in at the deep end, here are a couple of dubiously technical and extremely complicated progs from our chums down on The Fractal Farm. And who are they? Well, there's Thomas George Amsler Rushton (snigger) and Jonathan Scott, who both should really have been concentrating on their uni exams rather than playing with their Spectrums. Be grateful they didn't though. Their fractal research has now progressed into the third dimension, giving us a 3D Mandelbrot generator which you'll absolutely lurve.

It's Basic all the way, so there's no need to fiddle about with hexloaders. Just hammer it in and... eek! It wants you to type in four numbers! Fear not though. These are the usual Mandelbrot coordinates, so you could try -2, -2, 4, 50 or indeed -1.5, -.5, .5, 100. Or just about anything, in fact. The results will be impressive, but they'll take absolutely ages to appear, so be patient.

Listing One

```
    0>REM 3D Mandelbrot sets  1
990  The Fractal Farm
  10 BORDER 7: INK 0: PAPER 7: F
LASH 0: BRIGHT 0: INVERSE 0: OVE
R 0: CLS
  20 FOR i=USR "a" TO USR "a"+6
STEP 2: POKE i,85: POKE i+1,170:
 NEXT i
  40 INPUT "xcorner, ycorner, si
de, maxit",xcorner,ycorner,side,
maxit
 100 FOR i=1 TO 704: PRINT "▒";:
 NEXT i
 110 LET size=127: LET gap=side/
size: LET yconst=ycorner+side+ga
p+gap
 120 FOR n=size TO 0 STEP -2
 130 LET yconst=yconst-gap-gap:
LET xconst=xcorner-gap
 140 FOR m=0 TO size
 150 LET xconst=xconst+gap
 160 LET x=0: LET y=0: LET c=-1
 170 LET xtmp=x*x: LET ytmp=y*y:
 LET tmp=xtmp-ytmp+xconst: LET y
=2*x*y+yconst: LET x=tmp: LET c=
c+1
 180 IF c<=maxit AND xtmp+ytmp<4
 THEN  GO TO 170
 190 GO SUB 1000
 200 NEXT m: NEXT n
 210 BEEP 1,1
 220 LET a$=INKEY$: IF a$="" THE
N  GO TO 220
 230 IF a$="z" THEN  COPY
 240 STOP
 999 REM 3D routine
1000 LET yd=n/2: LET xd=n+m: PLO
T xd,yd: LET draw=88*(SQR (SQR (
c/maxit))): DRAW 0,draw+1: LET y
d=yd+draw+1: PLOT  OVER 1;xd,yd
1010 RETURN
```

Next on offer is a Henon Strange Attractor plotter. You'll probably be wanting to know what a Henon Strange Attractor is, eh?

Ah.

Well it says here that it forms an infinitely long line that never crosses itself using the equations

xnew = y + 1 – 1.4 x X x X
ynew = 0.3 x X

which sounds fairly handy to me. You'll also be delighted to hear that the program features a zoom mode, so pressing 0 while the program is running will make a little box appear that can be moved around with the cursor keys (using Shift for added speed), and pressing 0 will plot the area zoomed in on. Space will start plotting from scratch.

Once again, the speed of the thing falls some way short of 'lightning', so you'll have to either compile it or be extraordinarily patient.

Listing Two

```
   0>REM Henon Explorer
 1990 The Fractal Farm
  10 LET xsize=256: LET ysize=17
6
  20 LET xcentre=xsize/2: LET yc
entre=ysize/2
  30 LET xscaling=99: LET yscali
ng=225
  40 LET boxratio=7
  50 LET true=-1: LET false=NOT
(true)
```

Fruity Fractal Frippery Listing 2 continued

```
  60 LET xoffset=0: LET yoffset=
0
  70 LET scale=1: LET active=tru
e
  80 CLS
 100 IF NOT (active) THEN  GO TO
 140
 110 GO SUB 1000: REM henon
 120 GO SUB 2000: REM box
 130 GO TO 100
 140 STOP
 999 REM Sub henon
1000 LET y=0: LET x=0
1005 OVER 0
1010 IF INKEY$="1" THEN  GO TO 1
100
1015 IF INKEY$=" " THEN  RUN
1020 LET xn=y+1-(1.4*x*x): LET y
n=.3*x
1030 LET px=(xscaling*xn)+xcentr
e
1040 LET py=ysize-((yscaling*yn)
+ycentre)
1050 LET px=(px-xoffset)*scale
1060 LET py=(py-yoffset)*scale
1070 IF px<=255 AND px>=0 AND py
<=175 AND py>=0 THEN  PLOT px,py
1080 LET x=xn: LET y=yn
1090 GO TO 1010
1100 RETURN
1999 REM Sub box
2000 LET xlen=xsize/boxratio
2010 LET ylen=ysize/boxratio
2020 LET x=xcentre: LET y=ycentr
e
2030 LET newx=x: LET newy=y
2040 LET inc=1
2050 OVER 1: PLOT x,y: DRAW xlen
,0: DRAW 0,ylen: DRAW -xlen,0: D
RAW 0,-ylen
2100 IF INKEY$="" THEN  GO TO 21
00
2110 IF INKEY$="7" THEN  LET new
y=newy+1
2120 IF INKEY$=CHR$ 11 THEN  LET
 newy=newy+10
2130 IF INKEY$="6" THEN  LET new
y=newy-1
2140 IF INKEY$=CHR$ 10 THEN  LET
 newy=newy-10
2150 IF INKEY$="8" THEN  LET new
x=newx+1
2160 IF INKEY$=CHR$ 9 THEN  LET
newx=newx+10
2170 IF INKEY$="5" THEN  LET new
x=newx-1
2180 IF INKEY$=CHR$ 8 THEN  LET
newx=newx-10
2190 IF INKEY$="0" THEN  GO TO 2
300
2191 IF newx>=(255-xlen) THEN  L
ET newx=255-xlen
2192 IF newx<=0 THEN  LET newx=0
2193 IF newy<=0 THEN  LET newy=0
2194 IF newy>=(175-ylen) THEN  L
ET newy=175-ylen
2200 PLOT x,y: DRAW xlen,0: DRAW
 0,ylen: DRAW -xlen,0: DRAW 0,-y
len
2210 LET x=newx: LET y=newy
2220 PLOT x,y: DRAW xlen,0: DRAW
 0,ylen: DRAW -xlen,0: DRAW 0,-y
len
2230 GO TO 2100
2300 LET xoffset=xoffset+(newx/s
cale)
2310 LET yoffset=yoffset+(newy/s
cale)
2320 LET scale=scale*boxratio
2350 CLS
2360 RETURN
```

FADER

by William Frazer

This one speaks for itself really. Er, okay then. It doesn't. What it is, in fact, is a fader which fades your screen to black any time you want it to. It comes in hex form, so whip out the hexloader from last month (or the month before) and type it in. Address 60000 is recommended as the start one, but you can actually put it anywhere (it's relocatable, you see). Done that? Right. To get it working, RANDOMIZE USR 60059. And to alter the speed of the fade? POKE 60066, a number. And that's it.

Listing Three

```
60000 21 00 58 7E 47 CB 77 28 =680
60008 04 CB B7 18 25 CB F0 78 =1014
60016 E6 07 FE 01 38 07 3D 4F =695
60024 78 E6 F8 81 47 78 E6 38 =1204
60032 FE 01 38 0D 0F 0F 0F 3D =430
60040 07 07 07 4F 78 E6 C7 81 =778
60048 47 78 77 23 7C FE 5B 30 =862
60056 07 18 C8 06 10 C5 18 C0 =666
60064 01 FF 04 0B 78 B1 FE 01 =823
60072 30 F9 C1 10 F0 C9 00 00 =947
STOP
```

WIZZLE

by Paul Dias

Okay, gimmick fans, this is your lucky day. You might have thought that new ways of plopping a picture from memory onto the screen were running pretty thin on the ground these days, but Paul Dias has, against all probability, come up with another one. And it's got to be one of the weirdest yet. It sort of 'pours' the picture onto the screen, giving the sort of enthralling effect that you'd be able to sit and watch for hours if it didn't keep making you need the loo.

To use it you'll need to have a screen lying around on a tape somewhere, but I'm sure you've got piles of those. As the machine code is all built into the Basic program, all you've got to do is type it in and take it from there. Upon running the thing the machine code will be installed and you'll be given instructions on how to get the routine working. The trick is to load your picture from tape into memory somewhere (say, 40000) and then write a couple of lines of Basic as instructed. These could be incorporated into a larger program of course. There are various ways of making the screen appear, and these can be selected by varying the numbers you put into the LET a=FN... line.

Listing Four

```
  10 REM ** WIZZLE LOADER  **
  20 REM ** BY: PAUL DIAS  **
  30 REM
  40 CLEAR 64999: LET L=100: FOR
 A=65000 TO 65223 STEP 8
  50 LET T=0: FOR B=0 TO 7: READ
 C: POKE A+B,C: LET T=T+C: NEXT

B
  60 READ C: IF T<>C THEN  PRINT
 "ERROR IN LINE ";L: STOP
  70 LET L=L+10: NEXT A: PRINT "
CODE OK"
  80 PRINT '"SAVE ""WIZZLE""CODE
 65000,224"''"USAGE:"''"DEF FN W
(A,W,C,S)=USR 65000"''"A=ADDRESS
 OF SCREEN (0-65535)"'"W=WHEN TO
 ADD COLOUR (0-2)"'"C=COLOUR FOR
 WHEN W=1 (0-255)"'"S=SPEED (0-2
55, 0=FASTEST)"

  90 PRINT '"TO CALL USE: LET A=
FN W(A,W,C,S)"''"(ARGUMENTS CAN
BE NUMBERS OR"'"VARIABLES)"''"ER
ROR B GIVEN IF W>2": STOP

 100 DATA 221,42,11,92,221,126,1
2,254,979
 110 DATA 3,56,2,207,10,221,102,
5,606
 120 DATA 221,110,4,229,17,224,2
3,25,853
 130 DATA 34,194,254,17,32,0,25,
34,590
 140 DATA 196,254,225,175,17,0,6
4,237,1168
 150 DATA 82,34,198,254,221,126,
12,167,1094
 160 DATA 204,66,254,204,84,254,
40,33,1139
 170 DATA 221,126,12,254,1,40,5,
205,864
 180 DATA 84,254,24,21,221,126,2
0,33,783
 190 DATA 0,88,119,17,1,88,1,255
,569
 200 DATA 2,237,176,205,84,254,2
05,66,1229
 210 DATA 254,201,197,213,229,17
,0,88,1199
 220 DATA 42,196,254,1,0,3,237,1
76,909
 230 DATA 225,209,193,201,245,19
7,213,229,1712
 240 DATA 6,192,42,194,254,197,1
7,0,902
 250 DATA 64,217,221,70,28,4,11,
120,735
 260 DATA 177,32,251,217,197,1,3
2,0,907
 270 DATA 229,213,237,176,225,12
4,230,7,1441
 280 DATA 254,7,40,3,36,24,19,12
5,508
 290 DATA 230,224,254,224,40,8,1
7,224,1221
 300 DATA 6,167,237,82,24,4,17,3
2,569
 310 DATA 0,25,235,225,193,16,21
3,175,1082
 320 DATA 237,75,198,254,237,66,
124,230,1421
 330 DATA 7,40,3,37,24,19,125,23
0,485
 340 DATA 224,40,8,17,224,6,167,
237,923
 350 DATA 90,24,6,17,32,0,167,23
7,573
 360 DATA 82,9,193,16,160,225,20
9,193,1087
 370 DATA 241,201,0,0,0,0,0,0,44
2
```

DOINK

Well, here we are again. The bottom of the page. Definitely the place to be, I reckon. So here's the address – Program Pitstop, *YS*, 30 Monmouth Street, Bath BA1 2AP. I want you to send all your programs to me at it, and in return I may just be able to rustle up a *YS* badge or even a cheque for £50. It's got to be worth a go, eh?

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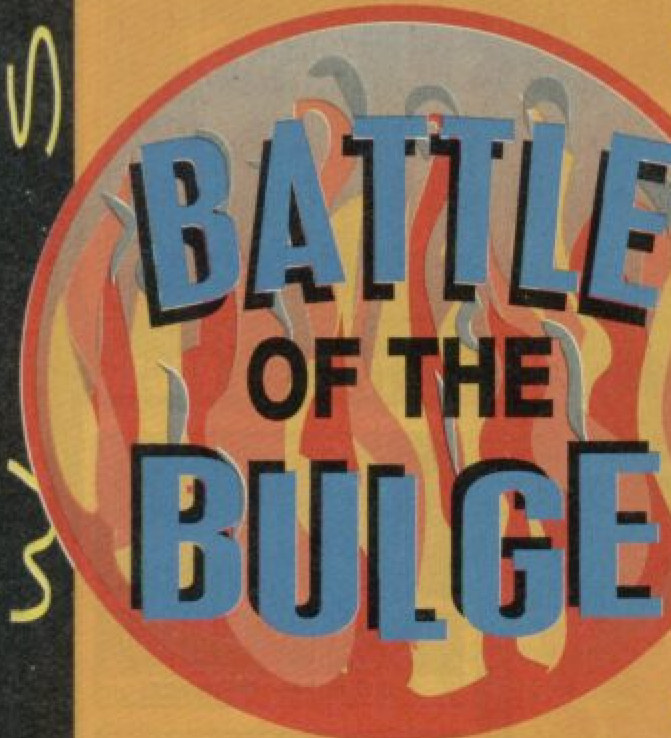
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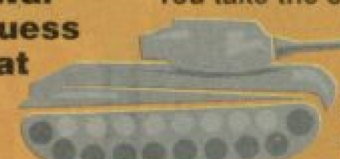
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Rich I never was a great fan of war games (probably 'cos I'm completely crap at them) so why I got lumbered with reviewing this one, I don't know. Oh dear. But it gets worse - this one's based on an incident from a real life war (the Battle of the Bulge from World War Two, no less) and guess what? Yep, I'm crap at history as well, so I haven't got a sausage of a clue what it's all about. Oh well, only one thing to do in this situation - use my brilliant reviewer's 'talent' and improvise. (It always works).

The Battle of the Bulge, according to Jonathan (oops - bang goes the improvisation) was apparently one of the last bits of the Second World War where Britain and America got very cross with Germany in some part of Western Europe or something. Anyway, as I've said, this one really goes out of its way to re-live that memorable experience, so everything's true to the real thing - all the units start in their historical locations on the map of the playing area and so on..

You take the side of either Germany or the Allies (or alternatively two people can take a side each) and you sort of, erm, fight each other until everyone dies or until the Germans reach Antwerp or something. Of course, you have to do all this 'strategically' by moving lots of tanks, guns and people around. Fun eh? Other 'highlights' include blowing up bridges, air attacks and more. Each player takes it in turns to move his (or her) party or parties of people and guns and things around until they meet with the enemy - then the real 'fun' begins. Depending on your tactics and morale and so on,





Look! It's a squadron of my tanks! (At least I hope their mine - they're going the wrong way if they're not!)

And this, um, well it's one of mine (I think) but I'm not quite sure what it is. Um, infantry? Artillery? Elephant-mounted cavalry? (Who knows?)

What I don't quite understand is why the land is all drawn in green. Surely The Battle Of The Bulge was fought in winter (when it was snowing) and so it should be white. (It was in the film, anyway).

Not much happening around this end of the screen (I think I'll go over there and hang out a bit with the local 'babes'.



Domark/ £14.99 tape/ £19.99 disk



Jonathan Heroes, eh? Every game's got one or two (apart from ones with heroines of course, but they're a bit thin on the ground) and on the whole they're pretty fab. But some heroes are just that little bit more heroic than the rest. Domark has obviously reaslised this, and has selected four of the most hero-packed games around. And then put them onto a compilation. (I think we ought to take a gander, really.)

LICENCE TO KILL

Domark didn't really 'score' with the first few Bond games, because they were all totally nob. So it's just as well that they got their act together and did *Licence To Kill*, or we'd be probably be faced with something horrible like *LIving Daylights* at this point. In fact, Marcus was really quite impressed by this scrolling shooter back in issue 45, awarding it a respectable 79°.



Licence To Kill - the best James Bond game yet (hardly difficult, eh Spec-chums?) and by quite a long way too.

He was right, you know. In stark contrast to the rest of the Bond games it's got a decent set of graphics, variety (a bit, anyway) and it's actually quite fun to play. A minor success, in other words.
1990 Rating: 74°

BARBARIAN II

Blimey. Heroism is certainly where it's at in this one. And loads of it, too. Once again, Marcus passed sentence on it (in issue 37) but this time he wasn't so happy. "It's not terribly exciting," he thundered, and slapped a '6 out of 10' on it. A little harsh, I think.

The hero in this case is a muscular fellow with a huge sword, or alternatively a female-type person (a heroine, in fact). And his (or her) task is to explore a whole load of rooms and beat up all the monsters contained within. Definitely worth having, but not the out-and-out corker that this compilation so urgently needs.
1990 Rating: 77°

THE RUNNING MAN

But this one might be, though. (The corker, that is). It's got a real hero: Arnold Schshw... Shgwch... Schwarze(nggh...)negger (or 'X' as he probably signs his cheques). It got the thumbs up and 90°



a natty bit where you can play the game pretending other things had actually happened even though they didn't really happen in the real thing, if you see what I mean. For example, you could 'pretend' that it was foggy all the time so all air attacks'll be out of the question. And what if British troops had chickened out at the last minute leaving poor old America to handle all the action? What a pickle you'd be in there 'cos you'd have less people, and more of a chance of losing.

Well, that's the thing in theory, but how does it play? Well, it's all nice'n'simple with one key presses and things which no doubt you'll have under your belt in no time. Of course, the tactics of the game take a bit of time to get into - to discover what possibilities this little babe's really got to offer, like where the enemy units start, what the best attack formations to use are and whatnot - but that's just how it is with these type of games. Okay, so it's nothing extremely exciting to some of us, but for those of you really into this sort of thing, it could be your lucky day.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
80°	61°	74°	55°

DIAGNOSIS
Yep, folks, it's another strategy thingie, but fortunately it's quite a good one. (Well, sort of anyway). Hurrah!

75°

SUPERLEAGUE SOCCER

Impressions/ £9.99 cass/ £14.99 disk

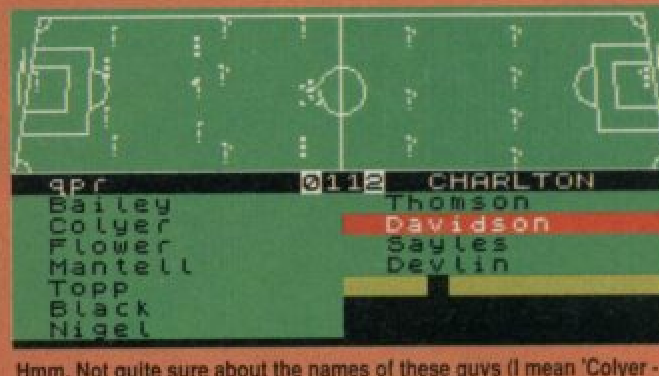


Rich 'Wicked,' 'Brill' and 'Hurrah' are just a few of the words which didn't spring to mind when I was 'invited' to write this review. Nope. 'Why me' seemed slightly more appropriate because, as you people can probably imagine, I wasn't exactly thrilled to bits at the thought of having to plough my way through yet another footie game. Then again, I suppose someone had to do it - it's just unfortunate that it had to be me.

Ho hum. You know the story. Pick a team (to manage of course). Chose your players. Play a game or two. Snore. And yes, readers, it's all as boring as ever, although apparently this one's 'revolutionary'. Blimey! I can't help thinking that perhaps they confused the word 'revolutionary' with 'crap' because, as I feared, it really is a load of old tosh. The only revolutionary thing about it is the strange control system it's lumbered with (we really are talking Weird City and a half here).

Let me explain. Rather than sort of wibbling the joystick to control each player individually, as in *Matchday* or *Italy 1990*, you chose which player you want to move, move this little cursor to where you want him to go, press 'fire' and off he trundles. Exciting, eh? You can (of course) set it so that he kicks the ball, or dribbles with it or whatever. It sounds a bit useless and it is a bit useless - by the time I've worked out what's going on the opposing side have scored around ten goals. Ahem.

Righty ho. I hope you've understood what I've been on about so far (unlikely), but even if you didn't it doesn't matter too much- all you really need to know is that this game seems to have had more than its fair quota of beef (i.e. it's a bit mad).



Hmm. Not quite sure about the names of these guys (I mean 'Colyer - Flower'. Come on!) Tiny, crappy little pitch too, isn't it?

And it's a bit nob. Everything is so small that you can't really see what's going on (so the ball gets lost far too much) and the management side of things (which could potentially save it) seems pretty ropey as well. You can skip the manager bit if you want and just get a result of the match but this isn't really advisable because you always seem to lose. (Of course, since I always lose anyway, this could be a blessing in disguise because it saves all that hassle with fiddling around with players and things).

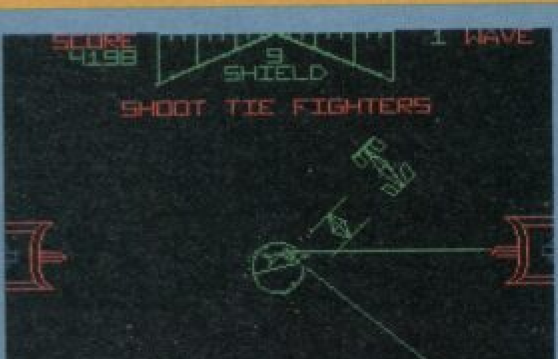
And there you go really. Hours of fun (I don't think).

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
52°	45°	55°	50°

DIAGNOSIS
A different type of footie game, but unfortunately it's crap.

52°



Star Wars - it might be ancient but it's still actually quite good. (Domark have been getting good value out of it too - it resurfaced only recently on their Star Wars compilation).

from Dunc back in issue 42. And it's really rather good.

It's a beat-'em-up again (do heroes ever do anything else?) that's made up of a whole series of levels with a logic puzzle at the end of each one. Perhaps Dunc went just a little bit over the top with the saliva, though. While it's competently programmed and quite a nice tie-in with the film (there was a film, you see), *Running Man* isn't really all that different from any other beat-'em-up you might have come across. Good. But not that good.

1990 Rating : 79°

STAR WARS

Er, this one's a bit old isn't it? And you don't even get to set eyes on the hero. He's all tucked away in an X-Wing Fighter, of which you're in control. And I'm sure you know what happens next (the arcade version is one of the most famous games ever).

Eh? You don't? Well, it's one of those wire-frame graphics affairs, in which you've got to take on the whole Imperial Fleet (or whatever it's called) and generally bash them about a bit. First of all there's the flight to the Death Star, then a low-level pass over the surface, and the grand finale is a trip through a sort of tunnel thing, which has quite an important bit at the end which needs to be blown up. Great fun (for a while) but a bit creeky. The worst of the bunch by a narrow margin.

1990 Rating: 63°

And I think that makes, er, four. Not too painful, was it? *Star Wars* is a bit ancient of course, but the rest just about lie within living memory. None of the games are likely to set your joystick on fire, but they're generally pretty impressive. Individually, at full price, they probably wouldn't be worth looking at seriously these days, but on a nice, cheap compilation... um, it's not that cheap, is it? Fifteen quid is rather a lot for just the four of them, don't you think? Well I do. All the same, *Heroes* is probably one of the better 4-packs around at the moment, and would make a lovely Christmas pressie (if you're buying early).

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
80°	75°	73°	82°

DIAGNOSIS
Four really quite decent 'hero' games in one big box. Ever so slightly pricey, however.

78°

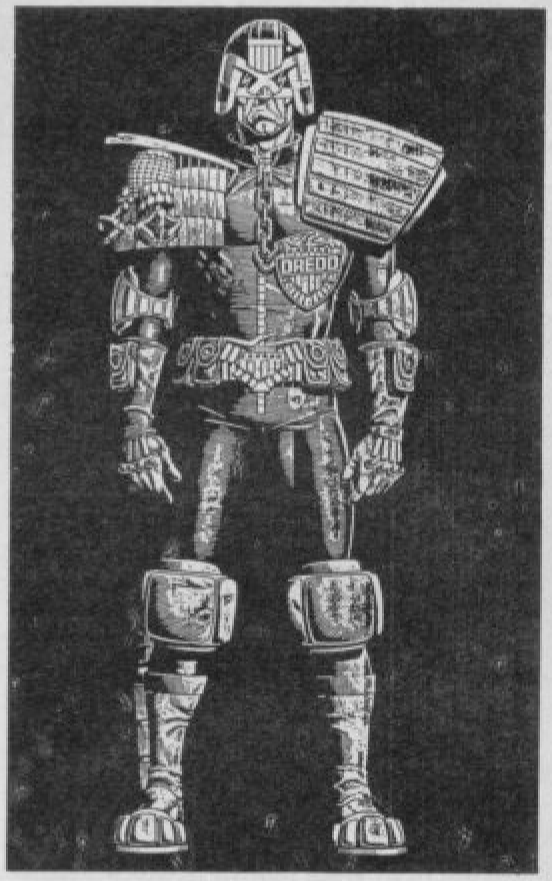


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You looking at me, *punk*?
Ho ho ho, what a jolly little sausage of a social worker Judge Dredd is, eh, Spec-chums? He's always got a helping hand for short-sighted little Granny, hasn't he? (Usually with a pair of handcuffs to cuff her with for jaywalking!) Marvellous!

But allow us (if you will) to disclose an insy-winsy little secret about our chisel-jawed, leather-fetished law enforcer. He's crap. *(You what? Reader's voice)* He's crap!! Just think about it – how long's it been since he first strutted his clunky stuff in the pages of *2000AD*? Fourteen years, that's what. And have *you* noticed the epidemic-like proportions of crime in Mega City One plummet during that time? Of course you haven't. So there you go. Nope, we reckon if all those 'creeps' were so jolly scared of him they'd've given up the ghost yonks ago and gone and got jobs as pet shop assistants or cheerleaders (or something). Talk about the strong arm of the law – more like the poofy limp wrist!

Mind you, not everyone agrees with us. Take Virgin Mastertronic, for instance. They reckon he's so hot-poop they're going to let him star in his very own platform-and-ladders shoot-'em-up (called, um, *Judge Dredd*)! Will wonders never cease!?

Actually (ahem) we must admit it looks rather groovy – there are Dredd's battles against the Fatties and the Dark Judges, the Block Wars, and quite a bit more. (Check out our preview in *Future Shocks*, why don't you?) And if that weren't enough they've gone and helped us out with a stash of corker prizes to give away for this compo! Mmm. Well, win some, lose some. (Spook! Talking of which...)

Prizes? Did somebody mention prizes?
We sure did. And, boy, is the winner in for a treat – he (or she) is going to take proud possession of a fabbo Phillips 14-inch Remote Control Colour TV, with 40 (count 'em – 40!) pre-selectable channels and a sleep timer of up to 90 minutes. It's the biz! Mind you, the ten runners-up won't be blubbing too much either – the first five will each receive a stomping double-pack of one *Judge Dredd* book from Titan and a copy of the new Virgin game, and then the next five will get exactly the same! Only without the book! It's amazing!

So what do we have to do?
Simple. Answer these questions...

1. Which issue of *2000AD* did Judge Dredd first appear in?
a Issue One
b Issue Two
c Issue 473

2. Which mega-famous movie character is Judge Dredd reported to have been (very loosely) based on?
a Roger Rabbit
b Robocop
c Dirty Harry

3. What does Judge Dredd mumble when he's ever-so-slightly peeved off?
a Drokk
b Drukk
c Chase me!

Simple, eh? (Well, maybe not.) Right, just scribble your letters next to the numbers on the coupon, cut it out and stick it onto the back of a post card or envelope. The name of the compo is *I Am The Law (So If You Don't Hurry Up And Deliver This Letter Pronto, Matey, It's The Cursed Earth For You!) (Er, Just Joshing.)* Compo. The address is *YS* Compos, 30 Monmouth Street, Bath BA1 2AP. The closing date is Sunday 30th September (and remember there's no post on Sundays so you'd better have a go at Saturday instead). And your time starts... now!

RULES
CHANCE OF A LIFETIME OFFER!
MEET JUDGE DREDD!
Yes, that's right, Spec-chums. YOU could meet His Royal Funky Dreddness himself if YOU are found guilty of...
- Being a right dumb-bum inhabitant of Future Block or Virgin Block and entering this compo.
- Arguing with Big Bad Matt (he's got the final say, you know).
- Sending in your entry later than Judgement Day, 30th September 1990.

Cor, pushover or what!? The answers are...

1 .... 2 .... 3 ....

Citizen ....

Block ....

....

City ....

Zip Code ....

YS ADVE



A letter from a real wrinkly to start with, and he admits it himself. He must be ancient, as he bought the first-ever issue of *YS* several centuries ago. Even I don't go back that far. The man with one hand on his bus pass is **JA Stephenson** of Birmingham. "When I feel nostalgic," he says, "I have another go at trying to get the ZIP Compiler to work from that first issue. If there happens to be a debugged version of the listing lying in the bottom of someone's drawer I would pay money for it!" There you go then, a chance for some other wrinkly to supplement their pension and earn a few pennies. The address to contact is 45 Haven Drive, Acocks Green, Birmingham B27 7TW.

JA says he's only a recent convert to adventuring, although his success rate is pretty dismal as his brain's too old to take to the lateral thinking that some games require. One such is *Colditz*. "I have got into the sewers and found the dagger, and been outside the courtyard to get the shovel, but I can't get any further in either direction and keep returning to the tunnel which appears to be the only other way out. Armed with the shovel and floorboards, I attempt to stop it collapsing on me but without success. Help!"

This is the type of thing that stumps many newcomers, frustrating because you know what you want to do but just can't come up with the right command. These early adventures often only accept one particular command in a situation like this, and with *Colditz* you need FOOR PORP. Easy when you know it, but hard to hit on if you don't.

Another newcomer, to the extent that he calls himself "a fully-fledged adventure junkie" even, is **Ed Griffiths** of Llandudno. "Many thanks to you and Zenobi," Ed kindly says, "not to mention the writers concerned, for putting together *The Best Of The Indies* tape." Shucks, it was nothing. Ed says that none of the recent Kind Souls have mentioned *Devil's Hand*, so here are a few tips on it. To get past the Orc CRO HSUP. To stop the giant stomping on you, do the following from the top of the cliff (and I'll print this forwards) – TIE ROPE, THROW ROPE, GRUFF STAY, D, SW, GET BLUE STONE, NE, CLIMB ROPE, GRUFF FOLLOW, D, SW. To get the torch you need to LAOCRAHC EHT RAEW. To get help from the spiders do the following, starting from the boulder that's south and west of the giant's mound (again forwards) – PUSH BOULDER, EXAMINE WEB, GET GRIT, DRINK WATER (which comes from the flask that you did, of course, refill after watering the flower and hogshead). Ed also suggests you don't take Gruff into the cave.

Some more general hints from Ed now, this time on *Cloud 99* – "Remember to LOOK UNDER and LOOK BEHIND things, as well as using the EXAMINE command all the time. That's the best advice as once you've found things it's fairly obvious what their use is." On *Domes Of Sha* "don't QUIT like I did when Grunt falls down the well, and then try to keep him away from it when you resume. That's part of the solution, and you can't pick him up to get him past the mud otherwise." To get through the ice wall EGASSAP GNIPOLS-YLPEETS EHT NI EDILS. To get into Dome Three first LEEHW RETAW EHT BMILC as far as you can go, then EDALB WORHT. To lower the bucket, MAEB PORD into it before you REVEL LLUP. Thanks for those tips, Ed, on games I'm sure lots of readers will be currently stuck in.

Bob Searing of Kirkham is stuck into, as well as stuck in, *The Bard's Tale*, and wants to know what the Mad God's name is. The answer – NAJRAT. "By the way," Bob asks, "did you know about the bug with the Bard? If

---

+3 owners are always on the look-out for disk-based stuff, made exclusively for them, and someone has written in to recommend a disk-based magazine called *Crusade*. As the letter wasn't signed it may well have been the publisher, who knows? Anyway, this anonymous personage says that *Crusade* has a great adventure section... and if this is true, why ain't I seen it?? "It's not that big but it's got great potential," the writer says, and I think he's still talking about the adventure section.

To get in on the secret, send £3.50 to Jade Software, 17 Dudley Crescent, Illingsworth, Halifax HX2 8OD. Don't forget, I'm not recommending it as I haven't seen it, but at least the price doesn't seem too bad, as it includes the cost of a 3" disk.

At *YS* we stick tapes to the cover of the magazine, but what do I find sellotaped to the front of the latest *Spectacular*? A free tea bag! You have to admit that it's different, but please don't try to put it into your tape recorder, especially if you take milk and two sugars. The *Spectacular* cover also claims: "Mike Gerrard Inside! (Well, an interview anyway)". Yes, there's a mammoth three-page interview with Yours Truly (or mostly truly), in which you can read my entire life history, including an exclusive in-depth report on the making of *One Of Our Wombats Is Missing*, the most eagerly awaited adventure ever released... or not quite yet released.

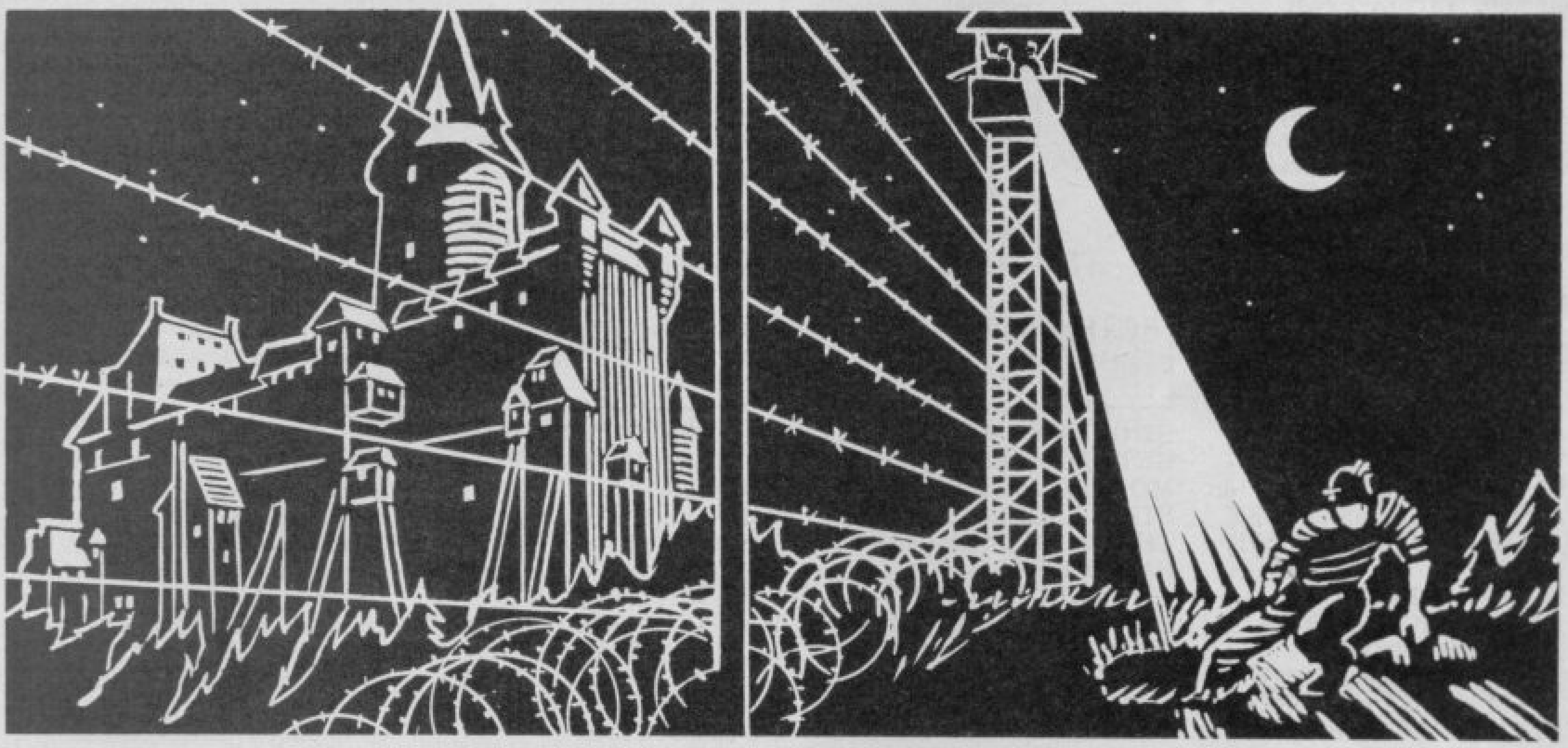
You can get issue 17 of *Spectacular* and claim your free tea bag (which I'm about to go and try with my lunchtime cheese and pickle sarnies) by sending 25 pennies to Rich Pelley (yes, it's that little brat!), 32 Abbey Road, Westbury-on-Trym, Bristol BS9 3QW. You may have to pay something for postage as well, but as he forgot to tell me I can't tell you. (Later on that same day – I recommend the tea bag!)

A few people have asked if Gilsoft's adventure-writing utitility, the wonderful *PAWS*, will be available for the SAM. Judging by recent news on MGT's downfall perhaps they ought be asking if the SAM will be available for *PAWS*. Anyway, Gilsoft's comment is that (switches to Welsh accent) "if the SAM market proves to be large enough, then of course we'd be interested in producing a version for the SAM. Get your readers to write in if they really want to see the program, then we'll have some idea". Mmm. Well, there's no harm trying, SAMsters, so get writing to Gilsoft, 2 Park Crescent, Barry, South Glamorgan CF6 8HD.

NTURES

by MIKE GERRARD





It's a couple of years since I told you about the Tolkien Society, but I still get asked for the address and other info. There's obviously a lot of interest out there in the society, which is dedicated to furthering interest in the life and works of the great *Hobbit* man himself.

Members receive a regular bulletin, *Amon Hen*, and a journal called *Mallorn*, which contains longer articles, essays on the Elvish language, plus members' own stories and poems in the Tolkien tradition. They bring out the occasional special booklet too. I wonder what they've written about the book-based adventures?

Membership at the moment costs £15 a year, but it may have gone up by the time you read this so better get a current application from the secretary, Debi Haigh-Hutchinson, at 27 Barnbrough Street, Leeds, West Yorkshire LS4 2QY. And thanks to *YS* reader and Society member Nicholas Sweeney for the above details.

you get him to play song four and then swop his position with another character, that character gets the increase in constitution points."

Martin Drinkwater from Middlesborough has a different type of problem, as he wonders if you can still contact Kind Souls from past issues, especially those from the Adventure-Busters feature from April 1989, which gave addresses for help on hundreds of adventures. It's usually worth trying, as many still write to me regularly and are at the same addresses. With Adventure-Busters, a few people have had no reply from **Wyn Gravelle**, so I guess he's moved, and solver supreme **Allan Phillips** (and new dad – belated congratulations to Allan and Anita) is now at 70 Campbell Drive, Gunthorpe, Peterborough, Cambs PE4 6ZL. Otherwise, I think most are still where they were.

Martin also asks about the adventures he sees reviewed in *YS*, wanting to know if he has to buy them from the publishers at the addresses given, and whether he can pay with a PO. The answers are yes and yes, but not necessarily in that order. If paying by PO, though, be sure to fill in the name of the person or company selling the game, and also cross the postal order – two straight lines, diagonally across the order. That stops anyone cashing it if it gets nicked.

Simon Dawson writes from Carlisle, up there near the Arctic circle, with just the kind of letter I like to get – one telling me I made a boo-boo. In *Planet Of Death* I said there was no escape from the prison, so just avoid being put there. Simon says you can get out. When you're first thrown inside, LOOK UP and you'll see that some bars seem loose in the windows. You can then KICK BARS to create a hole, and type UP to escape. Simon adds that no other command but UP gets you out of the cell, and you have to type it as the very next input after KICK BARS, otherwise you must repeat the whole routine. Blimey, no wonder the solution I had just recommended you avoid being nicked. A lot easier!

And so, as if by magic, we end where we began, on an older adventure that's very fussy about its inputs. It may not be too exciting, but at least it's neat.

The ever-enterprising Dave Ledbury writes to remind me that it's absolutely weeks since I gave a plug to his fanzine, *ZAT*, so how about another one? *ZAT*'s one of the few magazines that covers the SAM in detail, as well as the Speccy scene of course. They also have a regular lucky dip. Dave says that "we put all the readers' names into a hat – well, actually it's a large bucket but hat sounds better! – and pull out the winners, who each receive a free game."

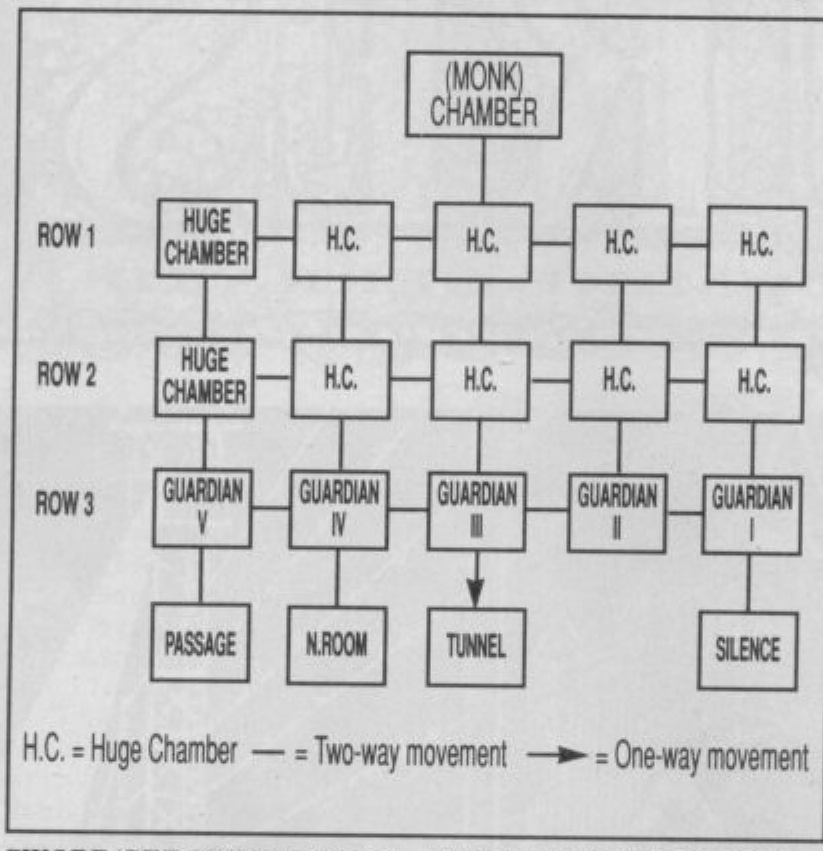
Cost of this jolly little mag is only 60p plus a first-class stamp, and issue three will be out by the time you read this. *ZAT* lives at 10 Westerkirk Drive, Fairways, Madely, Telford, Shropshire TF7 5RJ. Got *ZAT*?

KET CONTINUED

In our juicy June ish I printed Tom Frost's solution to *Mountains Of Ket*, and several readers had only one thing to say about it – what about the rest? Okay, I always do what my readers tell me (within legal and physical limits), so here are the solutions to the next two parts of the Ket Trilogy. They're courtesy of Tom 'Tartan' Frost again, so they should be right as he was the first person in the world to solve the game and so won himself the video recorder that Incentive Software offered as a prize. Wonder if it's still working?

TEMPLE OF VRAN

E/GET AXE/E/CHOP TREE/DROP AXE/E/GET CLUB/E/S/E/GET KITTEN/W/S/KILL WART (do *not* take escape option)/S/HIT DOOR/S/WAKE KITTEN/DROP KITTEN/E/D/S/PREPARE CLUB/S/HIT SKELETON (do *not* take escape option)/GET RUBY/W/GET PEANUTS/E/N/N/U/W/WAKE KITTEN/N/N/N/N/N/W/E/GET PARCHMENT/READ PARCHMENT/DROP PARCHMENT/S/S/GET TRAMPOLINE/N/E/E/FEED ELEPHANT/TIE ROPE/D/S/S/DROP RUBY/DROP TRAMPOLINE/S/GET STEPLADDER/N/N/N/U/W/W/W/S/S/S/S/WAKE KITTEN/S/DROP STEPLADDER/N/WAKE KITTEN/E/D/S/S/W/OPEN TRAPDOOR/GET STEPLADDER/E/N/DROP STEPLADDER/CLIMB STEPLADDER/U/GET BOW/GET VINE/D/GET STEPLADDER/N/U/W/N/N/N/N/GET CANE/N/N/TIE VINE/FIRE BOW/SWING/DROP BOW/DROP CLUB/DROP SWORD/DROP RING/DROP STEPLADDER/N/N/PRESS ANY KEY/PRESS ANY KEY/E/GET HAIR/WEAR HAIR/W/S/E/W/S/S/W/S/GET WRENCH/N/E/E/GET SLAB/S/DROP HAIR/GIVE WRENCH/E/U/E/N/GET BOOTS/WEAR BOOTS/S/W/D/D/W/W/GET BLASTER/E/E/E/GET TOPAZ/W/U/U/E/S/FIRE BLASTER/S/GET MASK/N/N/W/N/ FIRE BLASTER/N/E/GET TAPE/W/S/S/D/WEAR MASK/W/W/GET RECORDER/INSERT TAPE/PLAY RECORDER/W/GIVE RECORDER/PRESS ANY KEY/DROP BOOTS/DROP BLASTER/DROP MASK/GET



SWORD/GET STEPLADDER/GET EMERALD/S/S/S/E/GET MOUSE/E/D/S/S/DROP STEPLADDER/GET RUBY/THROW RUBY/GET SAPPHIRE/CLIMB STEPLADDER/JUMP DOWN/S/UNLOCK DOOR/DROP KEY/S/E/COVER HOLE/W/N/N/GET RUBY/GET GLOVES/S/S/E/PREPARE SWORD/SAVE GAME/E/KILL MONK (do *not* take escape option; if you lose then LOAD saved game and KILL MONK again until successful)/U/DROP RUBY/W/DROP TOPAZ/S/DROP EMERALD/E/DROP SAPPHIRE/W/S/S/DROP MOUSE/WEAR GLOVES/GET SCEPTRE/N/N/N/E/D/W/W/INSERT SCEPTRE/S/PRESS ANY KEY/N.

Notes

- Attributes are not carried forward to Part Three.
- The pool of smelly pink liquid equalises attributes to ten each (useful if your energy's low).
- Waking the kitten each time prevents attack by warts.

FINAL MISSION

GET CHAIR/EXAMINE CHAIR/E/DROP CHAIR/STAND ON CHAIR/SMASH WINDOW/E/N/GET STRAW/E/S/DROP RING/E/E/E/S/W/S/W/S/S/GET SOAP/N/E/GET CROWBAR/N/E/N/E/GET GARLIC/N/E/D/E/S/S/FILL GAP/N/N/E/REMOVE PANEL/E/N/DROP GARLIC/S/E/GET AEROSOL/EXAMINE AEROSOL/W/S/S/S/E/W/U/WAIT/WAIT/WAIT/WAIT/WAIT/WAIT/WAIT/THROW SOAP/D/N/N/NW/W/S/S/S/UNLOCK DOOR/DROP KEY/S and then escape option at *first* opportunity in fight with monk and then go S/S/S/W/N/S/SAY GA/N/E/S/N/S/SAY ANAGRAM/S/GET PENDANT/S/W/N/N/N/E/S/N/E/S/N/E/S/N/S/SAY 0,2,6,9/S/S/EAST (17 times)/SOUTH (15 times)/READ PARCHMENT/NORTH (15 times)/WEST (15 times)/DROP PARCHMENT/W/W/S/GET CARVING /EXAMINE CARVING/W/S/S/W/SPRAY AEROSOL/D/S/USE CROWBAR/DROP CROWBAR/N/E/D/D/UNCHAIN MAN/GET HANDLE/U/U/S/S/EXAMINE STATUE/GET RUBIES/INSERT EMERALDS/INSERT EDGAR/WEAR PENDANT/S/S/SHOW CARVING/S/ EXAMINE THRONE/INSERT HANDLE/S.

Notes

- After collecting the soap you must combat the 'en' monster by going north and then east from the chamber. If not then you get 'oofed' and you'll have to use the crowbar to open the trapdoor. This breaks the crowbar which is needed later. Symbols in chamber – zig-zag pattern.
- When the 'en' monster is present, SAY FT (ie little feet) which produces the response "Its little eyes light up and it mutters enenen to itself."
- If you EXAMINE SOAP you see 15e 15s etched in the soap, which is useful much later on. You can also get through the oak door by SPRAY AEROSOL, but the aerosol is required again later on.
- It is not necessary to go round the loop from the small romm – if you visit the slime room then exit south immediately.
- If the garlic is not dropped in the morgue then Delphia appears at the entrance to the cave with the statue.
- It is only possible to score 100% by playing through the entire adventure without using the SAVE/LOAD routine.
- No apparent use for brick or cape.
- On entry to the throne room, if you're not wearing the pendant with Edgar inserted then Thulador remains, but if your energy is of a high enough value it's still possible to complete the adventure with a score as low as 56%. (Note – there are no score increments on your way to collect the parchment.)

Avoiding the arrows in the huge chamber... Consider the chamber as three rows (1, 2 and 3), with five columns in each (see the map). On entering the chamber, after the first move, an arrow is fired along the rows in the sequence 1, 2, 3, 1, 2, 3 etc. So, by appropriate N and S moves, the arrows can be completely avoided. On leaving the chamber the sequence is suspended and is resumed on re-entry from the position where the chamber was exited.

Guardian I Number the alphabet in reverse then apply these numbers to EDGAR to get...

22 23 20 26 9
E D G A R

(hence, last four digits 0, 2, 6 and 9).

Guardian II Not required as there's nowhere beyond him but if you SAY ENOILGAT then you will be transported to the high ceiling room. Enoilgat is Taglione backwards, which could be Italian slang for a hedgehog but it is also the name of an Incentive programmer! (Any Italian *YS* readers care to enlighten us?)

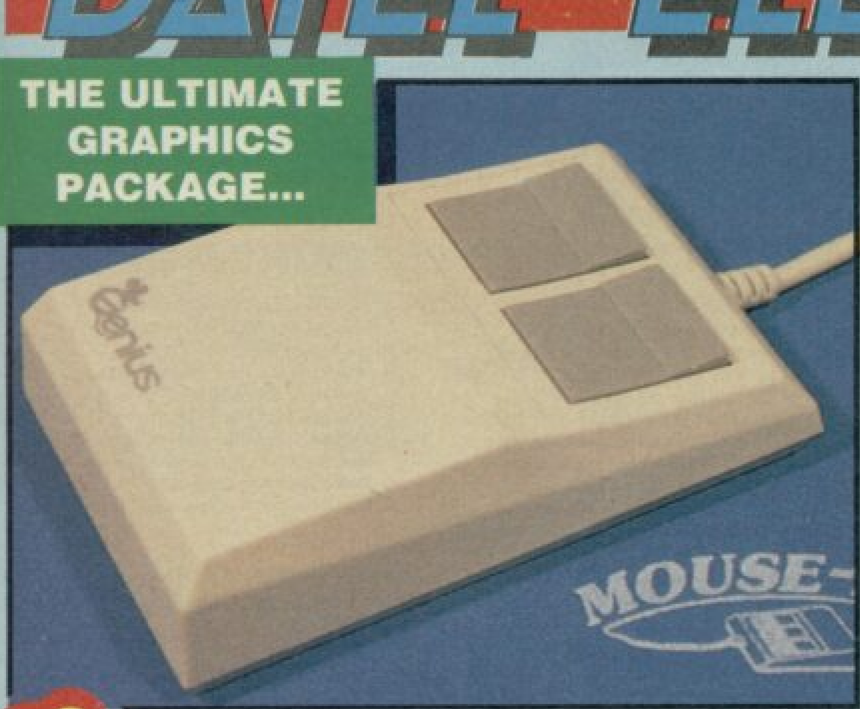
Guardian III Re-arrange to get EDGAR, hence ANAGRAM.

Guardian IV Examine the 'h' key on the original Spectrum keyboard. It has a red circle below, a green square above and a red arrow on it. Remove RED from EDGAR to get GA. Owners of later versions of the Spectrum are in dead trouble here!

Guardian V Take KET (one half) from KETTLE to get TLE.

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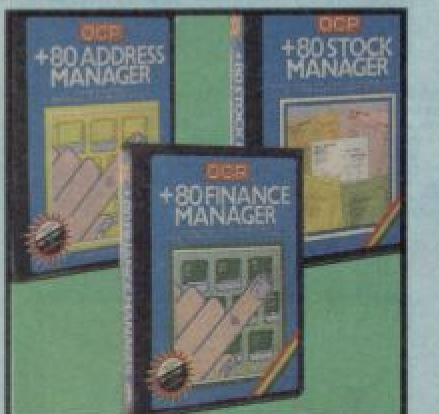
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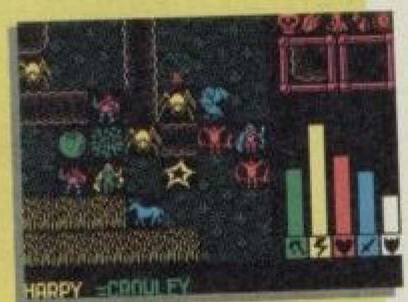
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LORDS OF CHAOS
Blade



A gigantic, varied and well-presented strategy game, *Lords Of Chaos* will appeal even to the most hardened shoot-'em-up fan, while D&D fans, sword-and-sorcery nuts and strategy enthusiasts will absolutely lap it up.

***YS* Final Verdict... 90°**

"A whopper of a game... Loads of depth, pretty easy to get into and nicely presented." Davey Wilson

FIENDISH FREDDY'S BIG TOP O' FUN
Mindscape



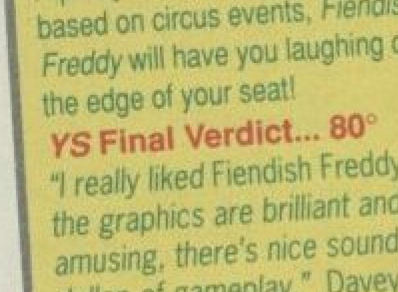
A pretty and amusing multiload based on circus events, *Fiendish Freddy* will have you laughing on the edge of your seat!

***YS* Final Verdict... 80°**

"I really liked Fiendish Freddy – the graphics are brilliant and amusing, there's nice sound, lots of variety and a copious dollop of gameplay." Davey Wilson



RAINBOW ISLANDS
Ocean



The most recent mega-hit from Ocean, *Rainbow Islands* is the sequel to *Bubble Bobble* and one of the most addictive games ever released. A must buy (so even better that it's free!).

***YS* Final Verdict... 94°**

"If you hate cute platform games you'll loathe it, but if you like them you'll think it's the best game you've ever played (or as near as dammit)." Matt Bielby



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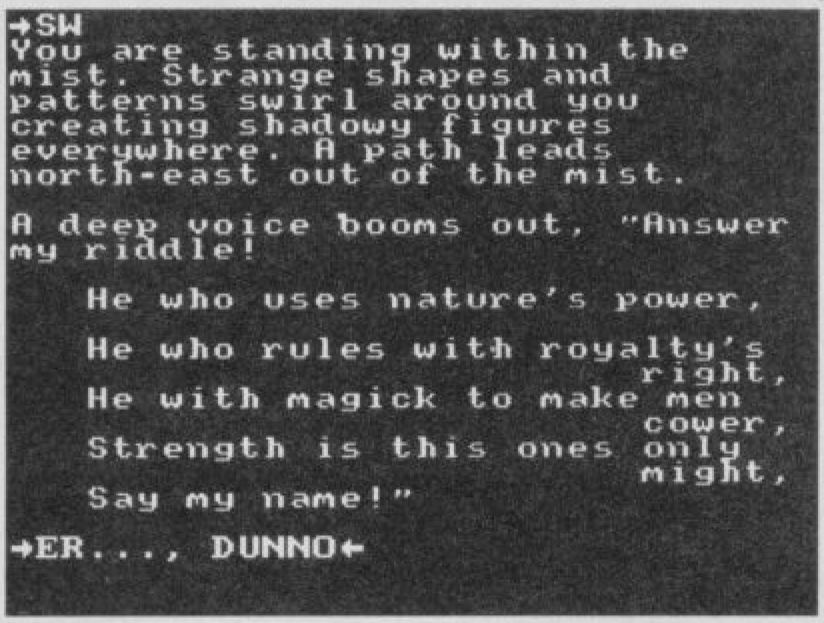
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THE PENDANT OF LOGRYN



As in a million other adventures there are lots of puzzles and things to solve on the way. (Of course, I haven't actually worked out what the answer is to this one yet!).

The trouble with being a reviewer is that you have to give opinions about everything. That's not normally a problem, but what happens when you can't make your mind up, as I can't with Zenobi's latest game, *The Pendant Of Logryn*? It certainly got off to a great start, being available on +3 disk, meaning quick and easy loading and quick and easy saving of games. Well done, Zenobi, for supporting those with disk drives... and I've more exciting news of Zenobi disks next month.

Meanwhile, who is Logryn? And why's his pendant so important? Well, Logryn's the King, that's who, and his pendant's important 'cos he's lost it, that's why. It was given to him on the grand occasion of his 110th birthday... by his grandmother! And granny's about to take a trip to visit Logryn, which is why you, Kormin, an 'umble elf, are also about to take a trip. And why? Don't all shout at once – to find the pendant! Logryn kindly hands you a sword and two gold pieces, pats you on the head (which is better than patting you on the bottom, you must admit), and sends you off into the land of the humans.

Pendant is *PAWS*'d by one Jamie Murphy, a new name to me, but it's a name to watch out for as the game's certainly well done from a programming and presentation point of view. The graphics are simple but attractive, and quick to appear. You can switch them off if you like, or have them permanently on, or have them only appear the first time you visit a location. There are also five different presentation options, called up by typing in MODE 0-4, and these mainly affect whether location text or responses stay on the screen or scroll off. On top of that there's the usual range of *PAWS* features, like RAMSAVE, use of ALL commands, speech to characters and complex inputs. A nice idea is that many of the objects you find, or creatures you encounter, are shown on the screen if you decide to have a closer look at them. EXAMINE SWORD and up pops the piccie with the info underneath – "A well-balanced weapon but not very sharp". Sounds like a sword-sharpening job will be called for at some stage. I also love the graphic of the ogre that comes up, when you encounter this creature. I don't much care for the ogre, as the nasty thing won't let me past, but I like its picture.

All this sounds hunky-dory, doesn't it? So why am I undecided about the game? It's just that... well... it's a bit dull, that's all.

Now I like making maps as much as the next adventurer, but this game has far too many meaningless locations. You'll know the type of thing if you've played Level 9's *Knight Orc* – "You are on a rough road", "You are on a dusty road", "You are on a rough and dusty road" and so on. My elf self jumped for joy about every 20 minutes or so when I actually found another character, an object or something to do.

Pendant is definitely a game to map on the back of a roll of spare wallpaper — even then you'll probably need the wallpaper paste before you've finished. You begin by exploring the forest, and note one or two things to come back to later – an arrow stuck in a tree out of reach and an immense tree whose trunk proves impossible to climb. In another direction is the city, with the inevitable Magick Shoppe and Supplies Shoppe, whose owner is fast asleep allowing you to pick up the equally inevitable lamp and backpack and walk out with them. This was so easy I made sure to RAMSAVE the game as I was waiting for him to wake up and chase after me with an axe. About two hours of playing time later he still hadn't done it so I guess I'm safe.

Elsewhere there are boulders to block your path, caves, waterfalls, an old woman in a house, a signpost you can't read, a ring you can rub, orcs, ogres, a jeweller to buy your treasure, wandering tradesmen to sell you stuff like knives, dark tunnels that need a light, a chasm where the rope-bridge has collapsed and even a riddle to answer. In fact every adventuring idea you can think of and have seen ten times before... though I haven't yet found the obligatory maze or someone flogging a map. It can only be a matter of time though!

I've even found the obligatory spelling mistake and essential bug – "hurriedly" is spelt "hurridly" in the location next to the South Gate of the city, while if you EXAMINE GRASS in the place where it's 'tremendously long' (having searched it once and found some goodies), you're told to make sure that your disk is not write-protected. Yes, fine, whatever you say. There's even the obligatory bit of frustration, as in two places you find ledges which you cannot get onto because your boots are too smooth and slippy. Try to REMOVE BOOTS and you're told you're not wearing any. A bit more thought needed on that problem, methinks.

And yet, and yet... new players might love the game, as there's plenty to do, and if you find a problem stumping you in one direction you can go off in several others and explore to your heart's content. I've been exploring for hours and still haven't been down every avenue open to me. It looks like excellent value for money, a good sizeable game. But unless I come across something original soon I may well not want to devote another few hours to it, when there are other more exciting adventures still unfinished... and even unstarted!

Title...... *The Pendant Of Logryn*
Price .... £2.49 tape/£3.49 disk
Publisher .... Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX

GRAPHICS	
TEXT	
VALUE	
	6

PIMP'S POKE

Way back in the mists of time, when our youthful editor was still playing Doctors And Nurses at the back of the bike sheds, I published a POKE from a reader who hides behind the name of the Abertillery Anagram (probably for tax reasons). I then heard nothing from him for years, which was a pity as several readers wrote in to say they couldn't get the POKE for *Lords Of Midnight* to work. At last the truth is revealed. By the time I'd published the POKE, the Anagram had gone to America, where he stayed for two years. He only got to see the various letters to him when he came back recently, so he apologises to everyone who never got a reply.

While he was in America, the Anagram got another nickname, the Pimp, which he says is for reasons you can easily spot. He also got an offer for his +3, from a Yankee chum who wanted to buy it just so he could play *Lords Of Midnight* and *Doomdark's Revenge*. But he bravely resisted the temptation, and now he's back he's been hacking at his POKE which he swears now works on his machine and allows him to travel at night, pass through monsters and do other jolly useful things. So POKE on, pimplets...

```
10 CLEAR 65535: POKE 23570, 16
20 PRINT AT 9,6; "START TAPE"
30 LOAD "" CODE 16384
40 FOR F = 23317 TO 23335: READ A:
POKE F,A: NEXT F
50 DATA 33, O, O, 34, 99, 253
60 DATA 34, 14, 8, 96, 33, 24, 62
70 DATA 34, 195, 98, 195, 117, 96
80 RANDOMIZE USR 23300
```

COUPON CORNER

STOP MOONING ABOUT

Yes, dear hearts, stop mooning about wondering what to do with the rest of your lives. Buy a new adventure! Well, almost new. If you cast what passes for your mind back to October 1989, that's when I reviewed *Magnetic Moon* from FSF Adventures. Though its overall mark was 'only' 6/10, which still means it's better than the average adventure, I said things like "I kept wanting to play the game as there was a hell of a lot to enjoy about it". In more restrained language, Adventure Probe said it was "a most enjoyable adventure". It also comes in 48K and mega-expanded 128K versions.

So what more could you want? Oh, I know – money off! Well fear not, citizens of the *YS* adventure republic, because the game's author, Larry Horsfield, has agreed to slash the price just for you. It originally cost £3.50, but with this exclusive coupon you can get it for only £1.99. That's almost half-price. Holy mackerel! Get your biros out at once.

TO: FSF Adventures, 40 Harvey Gardens, London SE7 8AJ
FROM:

Name ....
Address..................................
....
....

I enclose £1.99 for a copy of *Magnetic Moon* at the exclusive *YS* price. Please send me the following Spectrum version.. ☐ 48K ☐ 128K

Cripes! You'd better look sharpish 'cos here comes...

THE COMPLETE YS GUIDE TO PUZZLE GAMES

Yep, readers, looks like it's time once again for another one of those Complete Guide thingies. This issue, for your delight and delectation, we thought we'd take a peek at the more puzzley sort of games. Y'know – *puzzle* games – those sort of weird ones where you have to use a bit of the ol' grey matter to solve, erm, puzzles and things. And who better to clasp you by the hand and drag you through the world of the mind-boggling than *YS*'s resident 'heart-throb' RICH PELLEY. Hurrah!

BUT FIRST... THE RATINGS

As usual, the normal rating system seems a bit crap in these circumstances, so here's a different one instead.

FIENDISHNESS How complex and difficult to finish are the puzzles? Are they a complete bummer to complete, or could you do it with your little finger stuck, er, wherever you want to stick it?

LACK OF SLEEP FACTOR Will it have you coming back for more (and more) or will a few games be enough? (Who knows?)

PULL YOUR HAIR OUT FACTOR Is the game easy to get into, or do you have to spend ages looking up various keys, and working out what's going on all the time? (The lower the mark the better the gameplay in this case.)

VARIATION Are the puzzles varied, or are they all the same? (Er, obvious, really.)

Okay, so I admit it – I'm crap at puzzle games. Come to think of it, I'm crap at most games really. And I'm not in a particularly good mood today either 'cos I've got a sneaky suspicion that this guide thingy is going to take absolutely ages to write. Even though Matt has reassured me "It won't take long" and Jonathan has informed me (much to my surprise) that "Honest, it'll really be a lot of fun to do" I'm a little dubious. Still, let's get on with it and see what happens, shall we?

For a start, I can see one big problem staring me in the face almost immediately. I mean, what exactly makes a puzzle game a puzzle game, eh? One man's puzzle game may another one's arcade adventure be or, um, something really. We've had countless arguments here in the office over it already (and for some reason I always seem to lose). For instance, Matt thought *Arkanoid*, *Batty* and the like might almost count, while Jonathan firmly disagreed. (In fact, if Jonathan had had his way, *Tetris* would be 'the only true puzzler ever written' and this would be the shortest Complete Guide on record!) Seeing as this is my feature though, and I'm writing it, everybody's going to have to agree with me!

And what is my definition? Well, it's fairly loose really. It's anything where you have to try to work out some sort of (perhaps totally abstract) mental problem against a time limit. Most great puzzle games are based on one very simple initial idea, which is then perhaps spiced up by sticking in lots of different ways that you can earn bonuses, die, get extra weapons or abilities (if it's a 'weapons' sort of game) and so on. It's the simple initial idea that really counts though – if you haven't got that, you ain't got much really.

So what sort of puzzle games have we got here, then? Well, lots of different ones really – there are games where you must arrange blocks, make pictures, blow up balls, collect keys, and do masses more equally weird and wonderful puzzley things. One good thing though is the scope – unlike in most areas of Speccy programming, with puzzle games you sometimes actually get a degree of originality. The games I've covered here are all good ones, and all still fairly easily available and – would you believe it? – no two of them are the same! (Well, no three of them at least.) And, erm, cripes, looks like I've run out of things to say. So, um, I'll stop waffling and get on with it, shall I?

THE FIRST PUZZLE GAME IN SPECCY HISTORY
Um, er, um. Now you're asking. Turning to the very first issue of Your Spectrum *(ie* Your Sinclair *in disguise), I find one lurking in the first few pages. Traxx from Quicksilver is its name, and what seems to happen is that you move around this little grid thing collecting squares. Fun, eh? (Alright. I admit it. Of course there's no way that could be the first commercially available puzzle game, but it's the first I could come up with. Sorry and all that.) Anyway, on with the show.*

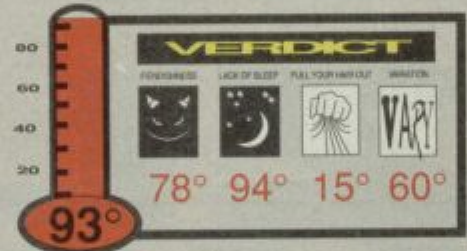
NB Erm, actually, before we start, I'd just like to clear something up. You may notice that all the marks for the following games are quite high – there don't seem to be any crap ones. Now this isn't 'cos I'm a great puzzles fan or anything (in truth I hate them all) – it's just that unfortunately all the ones I've picked have been quite original and good. And keeping up my reviewer's credibility, I have to be fair. Hence the high marks.

Tetris/Mirrorsoft

A real corker here – and, despite the fact that it came out over two years ago (I think), in many people's opinion it's still the best puzzler to date. In fact the notorious Dr B still can't get enough of it. And, as is the case with most of these things, it's excrutiatingly simple to play.

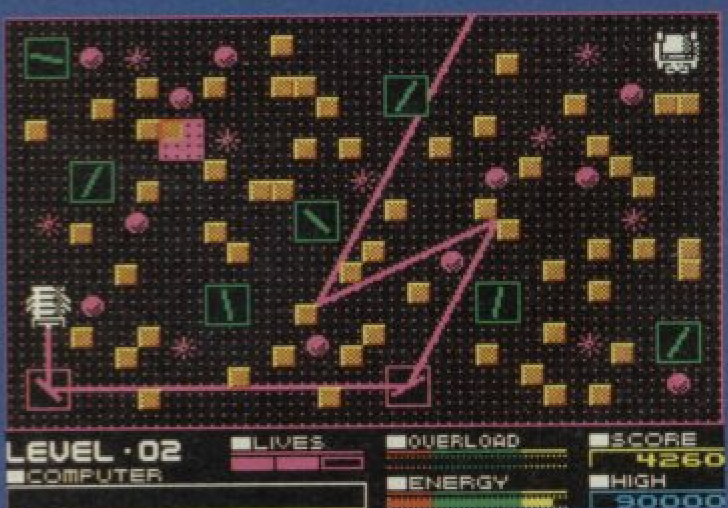
Basically lots of different-shaped bits fall from the top of the screen, and the idea of the game is for you to rotate these shapes as they fall so they all fit together neatly when they land at the bottom. Y'see, if the pile of blocks manages to reach the top of the screen you lose the game. But if you manage to twizzle them so they fit together neatly to form a solid row across the screen, then that row will disappear (thus making room for the rest of the falling blocks). Get me? (As with many of these games, it's a difficult concept to describe, but easy to understand once you see somebody playing it.)

And if you're thinking that this all seems incredibly boring and tedious, well, you're totally wrong. It's skill. In fact, it's completely and utterly addictive – almost too much so in fact. It'll have you tearing your hair out!





It might look like a mad jumble of multi-coloured shapes to you, but play it and it all makes perfect sense (I promise). Quite frankly, if you haven't played *Tetris* you haven't lived (or something).

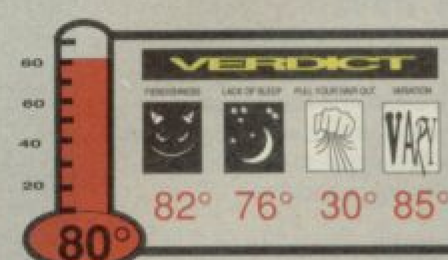


Whereas this one might look like it makes sense to you straightaway, it is in fact a potential hotbed of frustration. (In fact, I still haven't really sussed out how to play it.) Ho hum.

Deflector Gremlin Graphics

Okay, let's have a little 'puzzle' of our own here – you've got to try and guess what this game is all about from the title. Any ideas? Yes, that's right! It's about 'reflecting' things, isn't it? But reflecting what, you may well be asking (or perhaps not). Well, actually, lasers is what, sunshine. And here's the plot – guide your laser beam around the screen (with the use of reflecting mirrors of course) so that it destroys all the spherical objects littered about the place, and eventually removes the wall that blocks the receiver for the laser. Once you've done that, y'see, you can guide your beam back to the receiver which will then mean you can be whipped (oo-blinkin'-er) onto the next level, where you can do it all over again (providing you haven't overloaded your laser or run out of time on the way, that is). Phew!

Loads more things happen as well, but I can't really be bothered to explain because a) there isn't room and b) I haven't actually got very far (seeing as I'm crap at it). But never mind – it's different and it's fun-fun-fun all the way (well, sort of anyway).



Split Personalities Domark

A bit of an oldie this, but it's still quite good all the same.

(A few plays later.) In fact, I'd almost go as far as to say that I quite like it. But what's it all about, eh?

Well, it's kind of like those slidey puzzle games (where you must slide those plastic square bits around to make up a normally-crap piccy of Lassie or some such equally attractive persona), but with a few subtle changes to add to the fun. Firstly, you can collect the pieces one at a time, keeping them or temporarily chucking them out through a gap in the wall. Once you've got one you can't just put them where you want either – just like in the similar puzzles of the plastic kind, you have to slide them completely to one side or the other – if you see what I mean. And things get more complicated as you progress (Clive Sinclair really is a bummer to get together for instance) with things such as bombs (which blow everything up), holes in the wall (where pieces can fall out), bonuses which you can throw together (for extra score and lives) and a variety of other things which I, erm, can't quite remember, cluttering everything up. Still, it's actually not too bad at all.



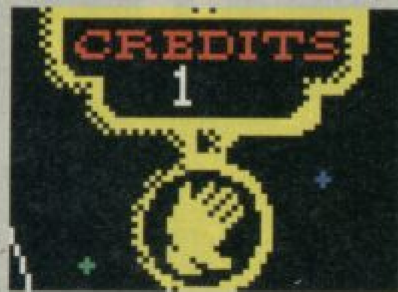


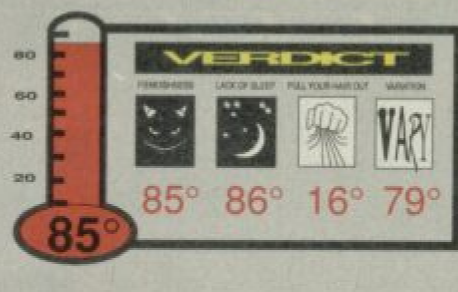
This was Domark's unofficial *Spitting Image* game (from before it got the licence) but it's actually more fun than the 'real' one. (Not sure why anybody would want to put Maggie back together again though.)

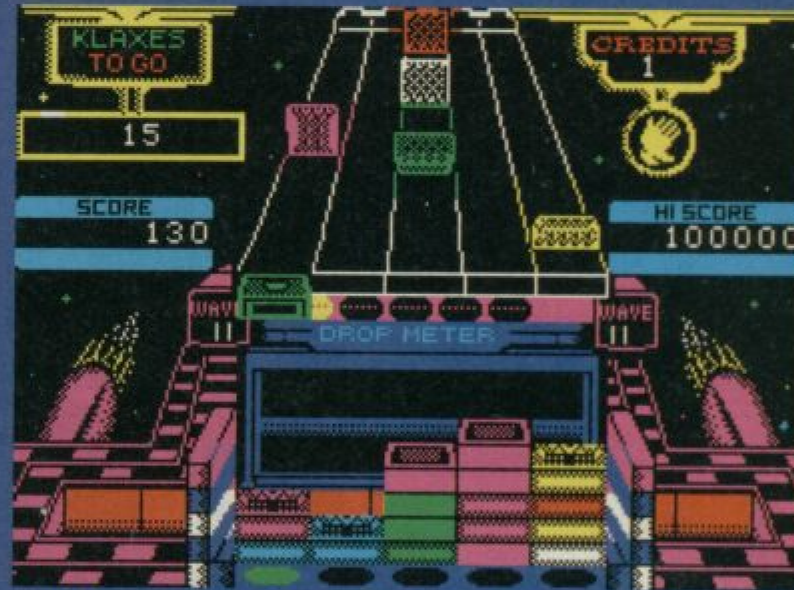
Klax/Domark

If watching coloured blocks slide down a track, collecting them in this catcher thingy and dropping them into a container to make lots of pretty patterns is your bag, then *Klax* could be for you! Because, you see, that's exactly what happens here. (Spooky, eh?) Well, it's a bit more complicated than that to be honest, but that's the basic idea of things and that's what makes *Klax* an incredibly simple (but at the same time incredibly addictive) puzzler of the first degree!

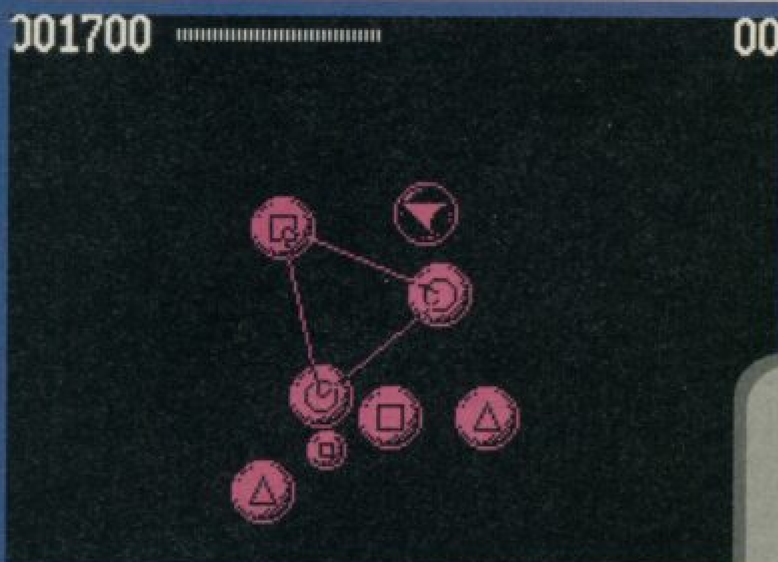
Even though the basic idea is rather obviously based on *Tetris*, there're enough nice touches added here to give it a life of its own. Take the way the blocks (sort of) walk down the stairs for instance or the whopping great hand thingy which appears under the track every so often, for absolutely no reason at all (that I could work out anyway) except to look pretty. A corker.







Giant hands, bright colours, 3D perspective and 'drop meters' can't really disguise the fact that *Klax* is just *Tetris* with a few twists and knobs on. (Well, sort of.) That doesn't stop it being good though.



From US Gold's blurb about *E-Motion* (that it was the first 'new age computer game', and that you could enjoy it by simply watching the spheres wobble about) we though it'd be crap. (We were wrong.)

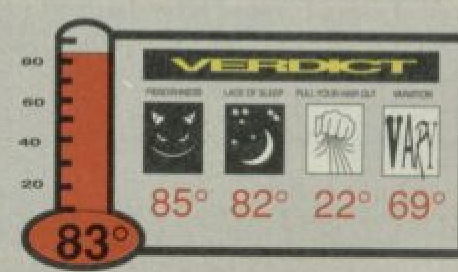
E-Motion US Gold

This one's a bit on the weird side to say the least.

Basically it starts off with all these coloured balls simply floating about in space (some are on their own, others are connected together by elastic), and you're in there floating pathetically amongst them whilst in command of this little ship. Controls are of the *Asteroids* 'twizzle yourself around and fire to slow down or stop' type, and the screen wraps around on itself in a similar sort of a way as well (so, as you might expect, staying in control is always a bit of a fight).

The idea is for you to knock two balls of the same colour together and get them to disappear, otherwise they'll explode and you'll lose a life. If you knock two different coloured ones together by mistake a third one will appear. (Yikes!) Of course, there are squillions of different levels which get harder as you get better (if you see what I mean).

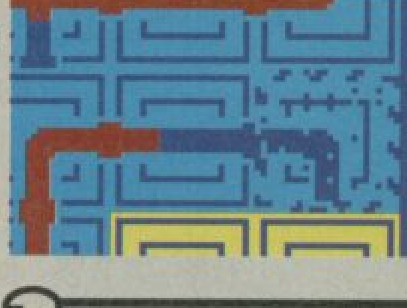
Graphics-wise, this one's a treat as the spheres rotate about and the elastic stretches to and fro. The two-player mode is pretty natty too – your two ships are tied together making things less than easy (ie hard). Yep – it's a bit weird, but brill all the same.

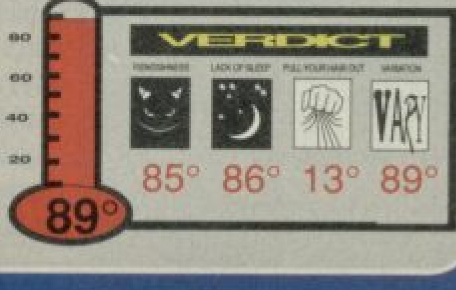


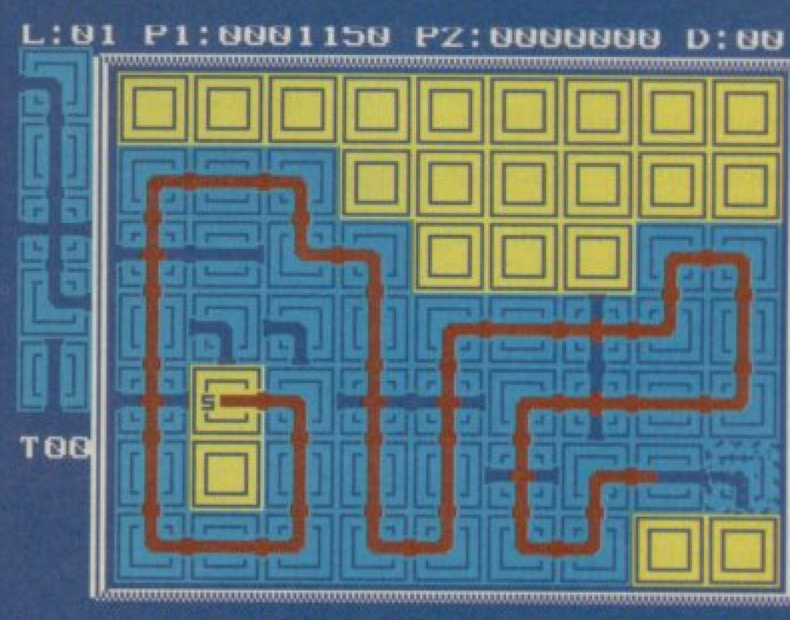
Pipe Mania Domark

Pipes, eh? Yep, Spec-chums, that's what this one's all about.

Your task is to take pieces of pipe one at a time from this dispenser thing at the side of the screen (the pieces are lots of different shapes) and place them in a wiggly line around the screen, constantly extending your pipeline, so that when all this floozy red stuff starts flowing a few seconds later it can whoosh through the system you've created and won't make a big mess on the floor instead. (Perhaps you played the demo on the Smash Tape a few issues back? Hope you did – 'cos I can't really explain much further.) As you might expect, graphics are of the crisp, clean and simple type but gameplay is such that this makes no difference at all. In later levels all sorts of complications make themselves known. Suffice to say it's quite good fun (if you, erm, like that sort of thing, that is).





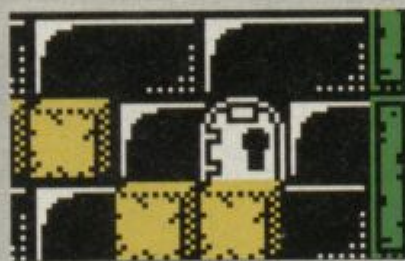


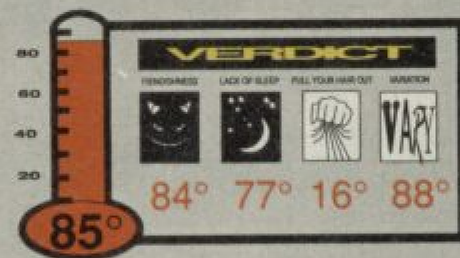
One of the best and most original of the recent flood (well, trickle) of puzzle games, *Pipe Mania* benefits from the fact you can physically see time running out as the gunge creeps up on you. Yikes!

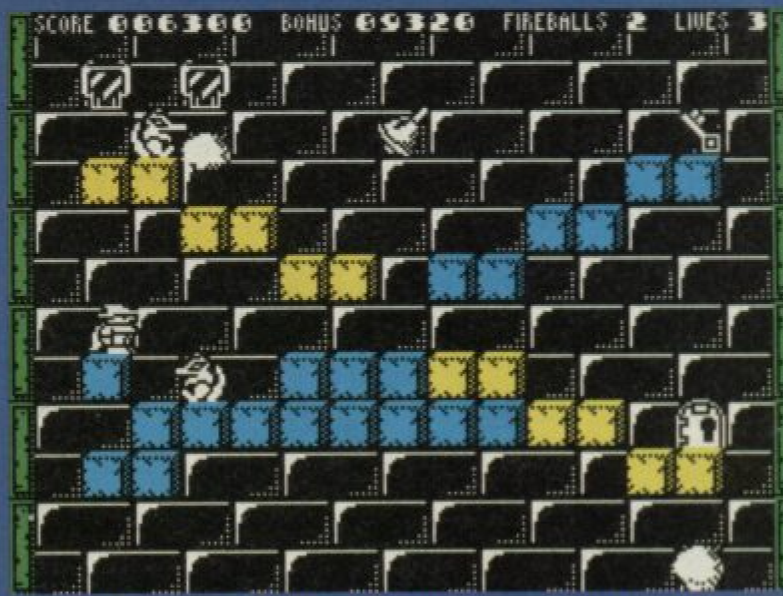
Solomon's Key
US Gold

An extremely popular game back in '87 - and it still looks good today. At first glance it looks uncannily like your standard arcade adventure, but play it a bit and you may (just) be able to squeeze a bit of a puzzle out of it. Hopefully anyway, 'cos we are meant to be in *The Complete Guide To Puzzle Games.* (This is one of those wobbly, borderline, six-hours-of-argument-in-the-*YS*-office sort of games I was going on about at the beginning, I'm afraid.)

Right. The idea is to collect the key on each screen to allow you to get onto the next one. You do this by moving this little chap with a strange hat on around the screen – he can create blocks in certain places, and also disintegrate the ones he doesn't want. Graphics are cute city, and yet again it's another one of those 'just one more go' type games. A good 'un.







Like a funny cross between a puzzle game and your standard cutsie arcade thing (*Bubble Bobble* or what-have-you), *Solomon's Key* is (I reckon) one of the best things US Gold's ever done. Hurrah!



And this one's fairly similar (in look anyway). Only trouble is the graphics can be a bit dark and hard to see at times. (Pretty though, isn't it?)

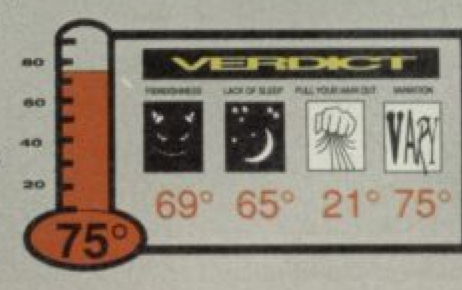
Spherical
Rainbow Arts

How would you feel if your best friend had just been turned into a ball? Precisely. And the last thing you would want is for him to roll down a pit or something, isn't it? So the best thing to do would be to walk about in front of him and build him a pathway by removing and placing blocks for him to roll along, yes? Okay, so everything looks rather like *Solomon's Key* to begin with, but begin playing and you'll soon realise that it's a completely different kettle of pickled herrings altogether.

For starters, there's loads of icons and things which you can collect en route to help. And there's a natty two-player mode, which gives you a completely different set of screens which can only be completed if the two players co-operate with each other. Sheeks!

And as if all that wasn't reason enough to sellotape *Spherical* to your tape deck and leave it there, the game also features some particularly tasty graphics, packed with colour and jumbo-sized nasties to dispatch with a stream of carefully-aimed projectiles.

Another good 'un, proving that puzzles are where it's at.

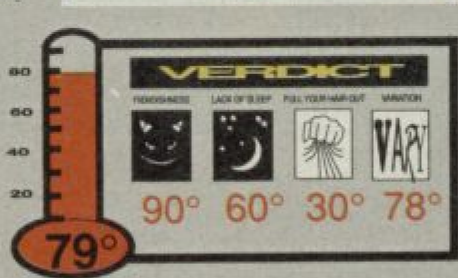


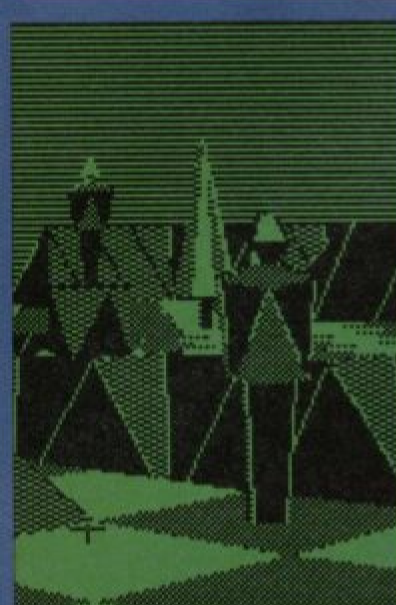
The Sentinal
Firebird

Er, um, so okay – it's not really that much of a puzzle game, but I'm desperately running out of the things. So just pretend it's not here or something.

Anyway, *The Sentinal*, eh? I'm pretty sure (I wouldn't take my word for it, though) that it was the first solid 3D game on the Spec. And what happens is that you're this robot thingy, and there's this sentinal thingy way above you who turns around slowly. If he looks at you then you start dying, so you must climb up to his level by creating rocks and trees and things, and eventually absorb him. This may all sound very complicated, but once you've got into it, it really is lemon peasy and very enjoyable into the bargain, despite the large pauses during play which do tend to hinder things a bit.







Spooky solid 3D vector graphics give this game a very different look to the others we've covered, but it's a puzzler nonetheless. (And quite a good one too.)

And finally...

There we have it! As I predicted (and Matt and Jonathan got totally wrong) it took me absolutely blooming ages. And most of that time was spent arguing about what a puzzle game actually is and what qualifies and what doesn't (which is one reason why we don't have a giant list of all the ones ever made – we just couldn't agree what they were!).

Next month – Flight Sims. (Something everyone can agree on.) Hurrah!



■ 48K Spectrum, plus D Interface, single disc drive, Interface 1, Microdrive, joystick, datacorder, many games and mags, £140. Phone Colin on Chipping Sodbury (0454) 324629 evenings.

■ Spectrum +3, hardly used, Multiface 3, joystick, all leads and manuals, lots of games on disk and tape, dust cover. All for only £145. Tel: (0535) 44699 any time.

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■ Speccy +3 for sale, comes with Multiface 3, datacorder, games and other accessories. Price only £200! Phone Steve on (0908) 566568.

■ Speccy +2 inc £400 of games + joystick. Games include *Oppy Thunderbolt, Chase HQ, Untouchables + Batman Movie*. Sell for £300! Excellent condition. Tel: Stu on (0271) 813877 after 5pm.

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■ Speccy +3, 12 disk games, 2 blank disks, 15 tape games, dust-free, rarely used. Instruction manual and other books, 30 mags, £170 or swop for Coupé. Write to John F Powell, 6 Columbia Gardens, Bedworth, Warwickshire CV12 9EF.

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■ Spectrum +2, 6 months old. Plus mouse and OCP Art Sudio, new joystick and £300 worth of software. Sell for £230. Contact Stuart on (0206) 230581 after 3.30pm.

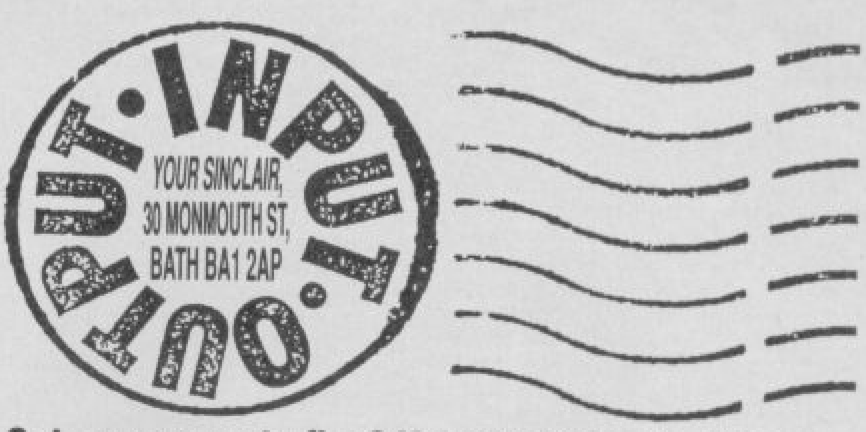
■ For sale Spectrum +2A computer with games and joystick. £100 ono. Tel: (0272) 323752 after 5pm.

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■ Wanted: Speccy Microdrive with appropriate instructions and interface, also cartridges if available. Write to Aid at 24 Ashford Road, Cheltenham, Glos GL50 2EN or phone Fridays only on 0242 251447 now! *(But it's Tuesday. Ed)*

■ Wanted: *The Quill* or *Paw*. Will swap for *Donkey Kong, Top Gun, Super Stunt Man* or *Down to Earth*. 1 for any 2. Ring (0242) 523194 after 5 ask for Richard.

■ Pokes wanted for *Tribble Trouble* and *Giants Revenge*. Contact Dave on 0322 (Dartford) 229822. PS I have a Multiface.

■ Help! I'm desperate for a RAM Music Machine with full instructions. Offering £25. Write to Naomi Soto, 1 Glamourhaugh Avenue, Huntly AB5 5AS. Thanks.

■ Wanted: programmable joystick interface for a Sinclair Spectrum 48K or 128K. Please phone Fred on 081 647 9321.

■ Wanted: *Super Wonderboy* on +3 disc. Swop for my *Outrun* +3 disc. Contact Darren on (0602) 675476 daytime or (0602) 692347 evenings.

■ Wanted Multiface 3, will buy or swop for recent games (very good!!). Please write to Maurilio Caires, Sitio do Livramento, 9125 Canico Madeira Island, Portugal.

■ Wanted desperately!! A wafa drive and all leads plus some blank wafas. Any offers. Phone (0646) 684071 or N LLoyd, 20 Waterloo P Dock, Dyfed, S Wales SA72 6UA.

■ Wanted *Silkworm, Xybots, Where Time Stood Still*, will swop for *Running Man, Starglider 2, Vigilante, Forgotten Worlds* and more. Contact Richard at 31 Kinley St. St Thomas, Swansea, West Glamorgan, Wales SA1 8HE.

■ Wanted: *Carrier Command, Strider*, Goliath's *Boxing Manager*. Swop for *Timescanner, Op Wolf, Altered Beast, Renegade II, New Zealand Story*. One for One. Write to Chris Dillon, 201 Forest Road, T. Wells, Kent.

■ Wanted: *PAW* (preferably +3 version). Will pay or swap other software. Also willing to swap other games. Send your list to Don Elliot, 42 Institute Terrace, Copley, Bishop Auckland, Co Durham DL13 5NA.

■ Wanted: *Run The Gauntlet*. Will swop for either *Turbo Outrun* or *Vigilante*. Phone Terry on (0458) 47969 or write to 14 Russett Road, Street, Somerset BA16 0RA. Originals only please.

■ Wanted: *Rigel's Revenge* and any other good adventure games. Will swop for *Enduro Racer* or *Crazy Cars* + many others. Ring Alec on (0233) for more info.

■ Wanted: *Batman The Movie, Indiana Jones and the Last Crusade, Untouchables* and *Operation Thunderbolt*. Will swop for *Fire and Forget, Terra Cresta, Football Manager II, Renegade III*. Phone Adrian (0785) 664210.

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■ Wanted: *World Championship Boxing Manager, Snoopy* or *Black Tiger*. Swop for *Hard Drivin', Batman 2* or *Time Stood Still*. Contact C McAlpine, 62 Lime Kilnburn Road, Quater, Hamilton ML3 7XA. Bye!

■ Wanted: Sega with games if possible. Will swop for Spectrum games and mags with tapes. Write to John Bennion, 14 Colston Rise, Peterlee, Co Durham SR8

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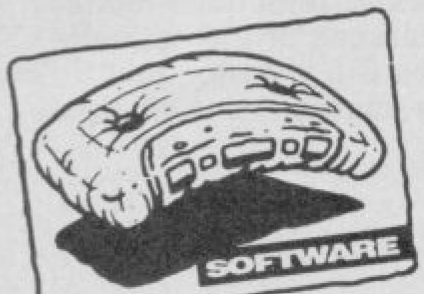
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■ Wanted *R-Type;* will swop for *Operation Wolf.* Also want *The Vindicator.* Will swop for *Tapper* (originals only). Contact Nick on (Harpeneden) 05827 762594.

■ Attention! Any *YS* reader who will sell *Treasure Island Dizzy* or *Fantasy World Dizzy* for £2 each please contact John on 081 - 355 4193 after 4pm on week days.

■ Wanted: the game *Flying Shark.* Will pay £2.50 at the most. Contact Glen Freeman 0449 711785 ring after 4.30.



■ For sale: hundreds of cheap original games old & new including *Batman 1, 2 & 3, Op Thunderbolt, Renegade 2, 3.* Write to C Gracie, Inchnbroom, Monrieth, Newton Stewart, Scotland PG8 9LH.

■ Wanted urgently: *Cabal* and *Altered Beast.* Will swap *Dragon Ninja, Road Blasters* and *Paperboy.* Please phone 021 784 5369 and ask for Carl (must be tapes).

■ Want to buy some games? Well if you do, send a S.A.E. to Gregory, 290 Rhys St Trealaw, Rhondda, Mid-Glam CF40 2QD. Prices from 50p to £10.00. I'll send you my list. Bye!

■ I will swop *Chase HQ* and *Moonwalker* for your *Beverly Hills Cop.* Please send to Lee Johnson, 49 High Street, Barry South Glam CF6 8DU.

■ Swap my *War In Middle Earth* and *Invasion Force* for *Sorcerer Lord* or my *Times Of Lore* and *Wellington At Waterloo* for *Overlord.* Robert Searing, 2 Greenacres Ave, Kirkham, Lancs PR4 2TX. Tel: 0772 687323.

■ Original software to swop inc *Pacland, Chase HQ, Robocop, Elite, Moonwalker* + more. Phone (0554) 756949 and ask for Raf or write to Rising Sun Farm, Felinfoel, Llanelli, Dyfed SA14 8JB.

■ I want to swop Spectrum games. I have got old & new games. Send your list for mine. I own a Spectrum 128 +2A. David Gidley, Flat 6 PO Box 123, 43 Grosvenor Road, Aldershot, Hants GU11 3HL.

■ Looking for *Summer Santa* and *Munsters.* I have a list of 1000 games to choose from. Send your list for mine. All letters answered. Patrick Specer, 38 Cairn Court, Poppin Tree, Dublin.

■ Wanted - *Footballer of The Year 2.* Will swop for *Spy Hunter* and *Yie Ar Kung Fu.* Also send your list for mine. All letters replied. Send your game to Claire, 17 Wimslow Close, Redesdale Park, Wallsend, Tyne-Wear NE28 8TB.

■ Will swop *Double Dragon II, Renegade 3, Robocop, Gazza's Super Soccer* for *Fighting Soccer, X-Out* or any good games. One for one. Phone 0476 64054 any time.

■ Will swop *Slaine* and *Kung Fu Master* for *Rastan.* Write to Arron McGowain, 62 Clissold Street, Winson Green, Birmingham B18 7HJ.

■ Games for sale. Over 200 titles, from golden oldies to the latest hits. Prices from 25p. Send S.A.E. for catalogue to 4th Dimension, 178 Forest Road, Kingswood, Bristol BS15 2EN.

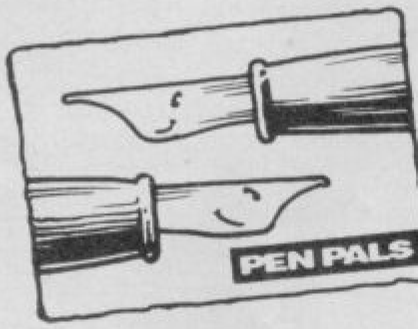
■ Wanted! Virgin's *The Biz* (music game) in exchange for *Outrun, Enduro Racer* and *Terra Cresta.* Sounds too good to be true? Then find out by writing to: Gary MacKay, 3 Roecliffe, West Bridgford, Nottingham NG2 7FY.

■ I want to swop games! I don't have many new ones. I have a 128K and a Disciple with a 3.5" disk drive. Write to Jorg Zimmermann, Pestalozzistr. 14, D-7967 BAD WALDSEE, Germany.

■ I will swop *Make-A-Chip* cassette for *Tranz Am* on ZX ROM cartridge. Contact Mike Gapper, 14 Salisbury Avenue, Kingswood, Bristol BS15 2AL.

■ Wanted badly: *Gryzor, Bubble Bobble, Last Ninja, Last Ninja 2, Apocalypse, Return Of The Jedi, Doom Dark's Revenge, Life Guard, Multiface 3.* Will pay very good price! Tel: 021 705 7115.

■ Wanted desperately - cassette version of *New Zealand Story.* Will swop for *Empire Strikes Back, Crazy Cars, BMX Simulator 2* and *Dragon's Lair.* My four games for your one! Guaranteed reply. Write to Colin Attrill, 3 Bowmans Drive, Battle, East Sussex TN33 0LT.



■ Spectrum +3 owner seeks pen pals to swop hints, tips, games etc. Guaranteed reply so get scribbling to me. Shane Wilson, Cross, Clonmany, Co Donegal, Eire.

■ Hello I am a very entertaining person so if you would like to be entertained you should write to me: Boing!!! Boing!!! Rory, 136 Pitmans Field, Harlow, Essex CM20 3LE.

■ Wanted pen pals who own a SAM Coupé for software, swap or advice. Write to S Thompson, 35 High St, Southoe, Hunts, Cambs PE18 9YE.

■ I am looking for a boy who is 9-10. I like music and I like computers. I will also swop games. Bye dudes. All letters answered. Christine Rimmer, 57 Trisen Close, Halewood Village, Liverpool L26 7YP.

■ I'm a +2 owner and I'm 11 years old. I would love someone to swap games with. All letters answered. Emile Quinn, 30 Strandville Avenue, North Strand, Dublin 3, Ireland.

■ Wanted: a pen pal who's mad on Speccy games. Must have +2 or +2A. Get out your pens and write to Ben Gardner, Forest Fields, Nottingham NG7 6PR. So get writing, Spec-Chums.

■ 19 year old Speccy 128 owner needs male/female pen pals. Interests include music, films and good times! Write to S. Lennox, 53 Main Street, Castledawson, Co. Londonderry, N Ireland BT45 8AA. PS I love Belinda Carlisle.

■ Hello I am an alien from the Galaxy of Green Eyelids *(Yikes! Ed).* I want a logical being from the planet earth to communicate with. Please enclose a bag of stuffed chipmunks. Andrew Quicks, 19 Edward Street, Port Talbot, W Glam., S Wales *(Double Yikes! Ed)* SA13 1YG.



■ Confucius, he say: never break wind in an enclosed area!

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■ Celebrate! It's your lucky day!!!! An amazing new fanzine called Your Spec-Chum has just been released. It will be to your own advantage! YS-C is very well informed. Your IQ will rise. The word is that Your Spec-Chum is Brill! Contact Your Spec-Chum, 3 Rheola Gardens, Thornbury, Plymouth PL6 8UB.

■ Games and comp mags for sale. Games sold for as little as 50p. Please enclose S.A.E. write to Anthony Rushton (YS), Well Cottage, Witchurch Road, Bunbury, Nr Tarporley, Cheshire CW6 9SY. Bye!

■ Old issues of Computer and Video Games (30), Popular Computing Weekly (50). Free to good home, must collect. Great Barr 021 358 0241 evenings.

■ And then we came back and it was different and everybody wanted to know, God what had happened to those guys. We thought there was something wrong somewhere. The Banana Posse Rule (sort of). 'Ello to yall girlies.

■ Free help for all Dizzy fans. I can help you on Dizzy numbers 1 & 2. Write to 64 Sheppey Road, Loose, Maidstone, Kent ME1 59SR with your problems. My name is Anthony Austin.

■ Software exchange club. Exchange your unwanted games cheaply (strictly originals only). Fast and efficient, fully computerised service. Send S.A.E. for details to SSSC, 178 Forest Road, Kingswood, Bristol BS15 2EN.



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■ How to fix your Speccy 48/128/+2 quickly and cheaply at home. Send a S.A.E. to G. Nixon, Greenacre, Brentor, Mary Tavy, Devon PL19 0NF.

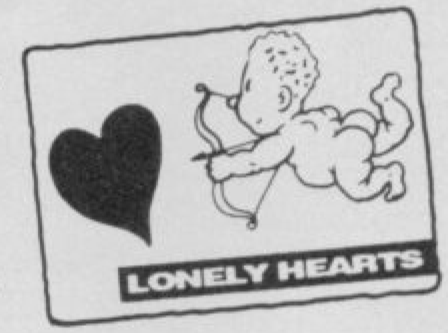
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■ Lonely 16 year old male seeks sexy female 15-18 years old. Please send photo. All letters guaranteed reply. Now write to Brian Pim, 39 Nwar Drive, Bangar, Co Down, N Ireland BT19 2SW.

■ Hunky 14 year old boy seeks attractive female of around same age to write and enjoy each others company. Photo if possible. All letters answered from near P'Boro if possible. Simon Rogers, 42 Manor Road, Folksworth, Peterborough, Cambs PE7 3SU.

■ 14 year old boy seeks 14-16 blonde, sexy girl who likes going to the cinema and having a good time. Must live in Sunderland, Newcastle area. Please send photo as well to Robert F Jackson, 2 Ailesbury Street, Millfield, Sunderland, Tyne and Wear SR4 6EW.

■ 16 year old, who's depressed wants the company of a woman. If you qualify send me a letter at 111 Whitwaits, Harlow, Essex.

■ Come on! You can spare just a little bit of love for a lonely Spectrum owner. Write to me Steve P, Laylands, Tye Green Village, Harlow, Essex CM18 6QZ.

■ Unwanted lonely put-upon 16 year old needs love and caring from a young woman of similar age. 61 Hare St, Springs, Harlow, Essex CM19 4AR.

■ Handsome 16 year old male with a highly adventurous life-style needs a suitable longterm relationship with a woman: 43 Hansells Mead, Roydon, Harlow, Essex CM19 5HY.

■ I am a cuddly and lovely brunette and I'm also very rich so send 'em to me. Mason Brooks, 27 Park Mead, Old Harlow, Essex CM17 0PB.

■ I am an aged Spectrum owner of 19. We get lonely as well you know!! Send me a letter. It's your duty as a hatstand. Matt, 135 Little Catin, Harlow, Essex.

■ Yo. I'm a good looking male looking for a good looking female. I'm 13, blonde, blue eyed and wear highly fashionable clothes. I must have a photo. Gordon Easton, 3 Auchry Road, Comines Town, Turriff, Aberdeenshire, Scotland AB5 7Y.

■ A romantic of 16 is in need of the love of a young woman. Send letter(s) to Kevin, Hayles Farm, Lowhill Road, Roydon, Essex.

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THE SPY WHO LOVED ME

Just in case you'd forgotten, Domark holds the licence to every James Bond film ever made (all 16 or so of them), so even at their current rate of one game a year it's going to take Mark and Dom well into the next century to get through the lot! Cripes! Though half the time Domark manages to tie-in its Bond games with the launch of a new movie, on the 'non-film years' it selects an oldie from the back catalogue for Speccy treatment. And, surprise surprise, this year it's the turn of *The Spy Who Loved Me* – a bit of a natural for a *Spy Hunter* style game if ever we saw one (which is exactly what it's turned out to be curiously enough). MATT BIELBY investigates...

Who's your favourite James Bond? A quick show of hands around the *YS* office shows six to none in favour of Sean Connery. Oh dear. Poor old Roger Moore, eh? Nobody seems to like him.

Still, before he really did get far too old, fat and wobbly to be anything like convincing running around saving the world (or whatever it is James Bond does) he did make a couple of decent films, the best of which must surely have been (wait for it) *The Spy Who Loved Me*!

Just to be boring for a minute, I remember seeing the trailer for this with a bunch of mates back in 1977 (just before it came out). And when everyone stepped out of the cinema they were all raving about the blinkin' trailer, not the actual film they'd gone to see! It had that outrageous car-turning-into-a-submarine bit in it if you remember – we were totally knocked out. And it got better – when we actually saw the film itself a few weeks later we were gripped from the word go – that pre-credits ski chase/parachuting-off-a-cliff sequence must surely be one of the best stunts they've ever pulled! Spectacular stuff.

Ahem. Anyway, back to the case in point. Obviously the boys at The Kremlin (Domark's development facility down in deepest, darkest Surrey) had a similar reaction to the film. 007 fans to a man, they're brimming with ideas about how to convert sequences from just about any Bond into a workable game (at the moment they're fighting it out amongst themselves as to which one they'll do next), but the opportunity to reproduce the stunts from *Spy* was just too good to pass over. Besides, one of the programmers has a Lotus Esprit Turbo – they just had to do it!

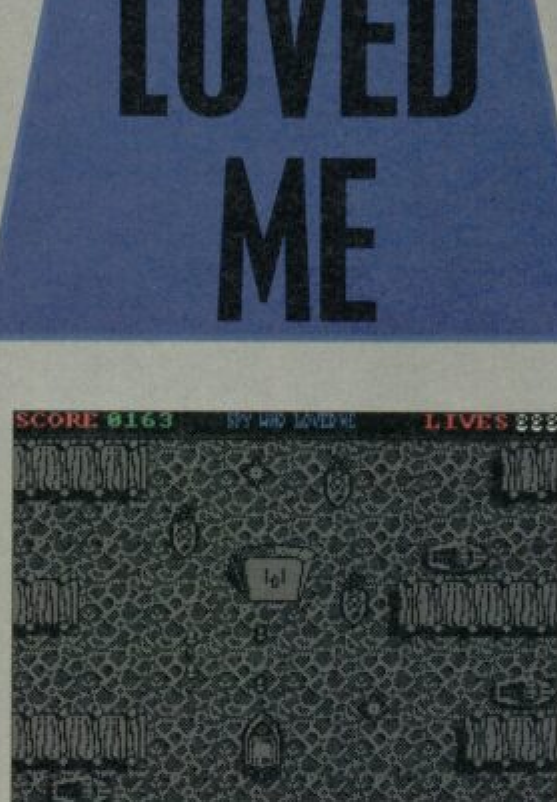
So, I guess what you want to know now is what the game's like, eh? I gave main man John Kavanagh a bell to find out.

MATT: Bring bring... Hello, John? Hi. Okay, tell me how you take a film like *The Spy Who Loved Me* and turn it into a workable game.

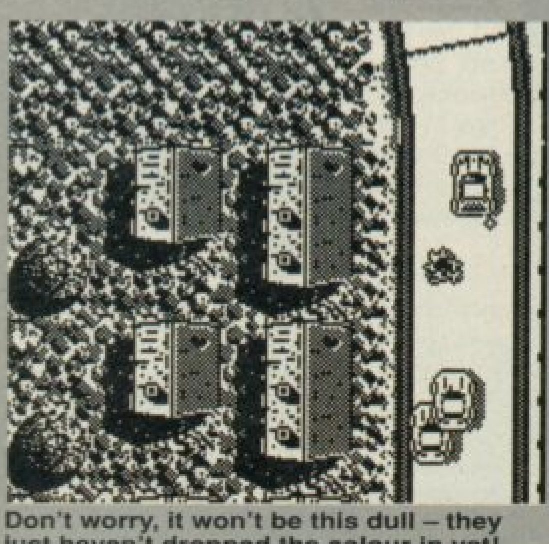
JOHN: Blimey! That's a big question to start



Yikes! Things are getting pretty busy round here – ramps, bikes, cars, mines, twisty-turny road bits, it's got the lot!



Level Two – the speedboat bit. Dodge jetties, shoot enemy boats and, um, that's about it really.



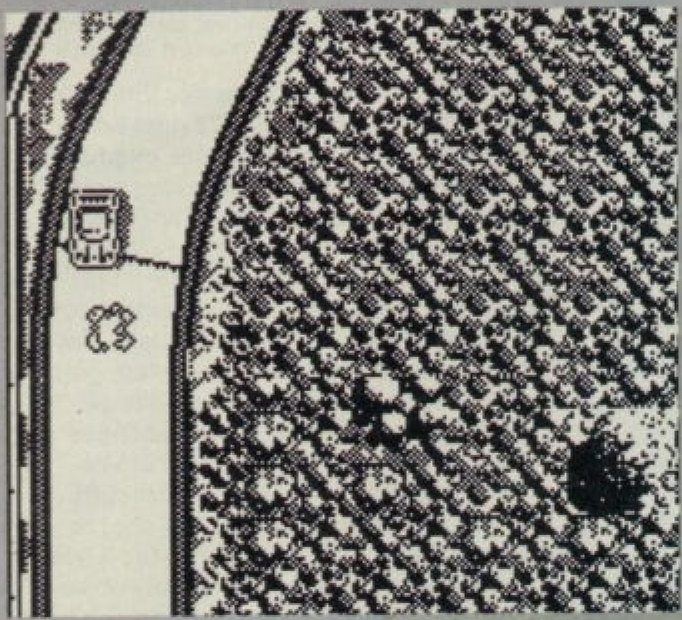
Don't worry, it won't be this dull – they just haven't dropped the colour in yet!



A-ha! The submarine level! See how much colour they can splash around when you don't need those boring road things! (But wasn't the Lotus white in the film?)

with! Couldn't you sort of ease me into it?
MATT: Okay. What's the game called?
JOHN: *The Spy Who Loved Me*?
MATT: Correct! Now tell me – how did you turn the film into a computer game?
JOHN: (Thanks. That was a lot gentler.) Well, the answer is that it's not too hard actually. Not with a film like *Spy* anyway.

You see, we knew what the central sequence would have to be before we even started – the car-into-submarine chase of course – and so we built the game around that. I think we've been learning a lot from



More of the winding mountain road bits (I'd avoid that horrible blobby thing if I were you!).

the Tengen coin-op conversions we've been doing. You can see how the Japanese game designers' minds work – they don't make a game where you do one thing in one level, then have to do something totally different in the next. No, what they do is they keep the same basic gameplay – which in our case would be this vertically-scrolling car chase thing – and keep adding new elements to keep it interesting and make everything harder.

Thus on the first level you learn how to drive the car, on the second you learn how to drive and shoot, on the third you learn how to drive and really go crazy shooting lots of things all at once – it all progresses, but no one step is so much harder than the one you did before that you can't cope with it.
MATT: I get you. So how've you applied this to *Spy* then?
JOHN: Well, our first level has you taking delivery of the James Bond car – his Lotus Esprit – from Q, and going on a training drive around the island or wherever it is you're meant to be. There's nobody to shoot in this, but there are lots of tricky, twisty roads to negotiate, plus ramps to jump, and you can flip the car up onto two wheels if you want to avoid something too. As you motor along you collect 'Q tokens' from the road – and in later levels from dead baddies – and every so often you dock your car with Q's truck where you can spend the tokens to upgrade its abilities.

To start with, your car is just like a standard model straight from the showroom, but depending on how much you've collected you can upgrade it with oil slicks, mines, smoke screens, surface-to-air missiles (you'll need these to cope with the helicopter later on in the game) and so on. By Level Three (the one where your car turns into a submarine) you'll have to have collected enough tokens for the underwater ability additions (or you're going to end up very wet)!

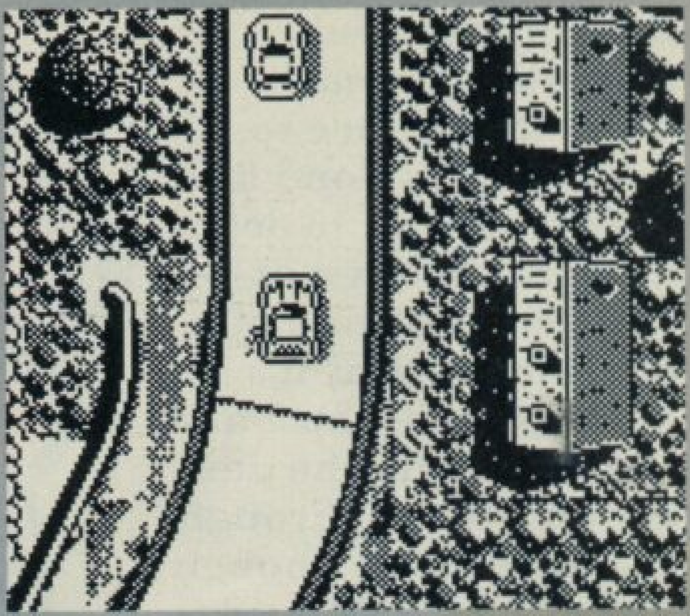
That comes later though, because next up we've got the speedboat chase. This takes place around the island's harbour and isn't directly based on anything from the film, though there was a short sequence where Bond goes for a ride in a speedboat. You must avoid innocent swimmers, weave your way around a series of jetties (buoys with arrows on them point out which way you should go) and shoot the enemy boats that are chasing you. Although we're driving a boat now, not a car, the controls are exactly the same, with just the one addition of a shooting element.

Okay, onto the third level. This is the biggie, as far as I'm concerned at least. You're back on dry land in the Lotus and the baddies are coming at you thick and fast. Here's an enemy van (which drives in front of you and drops stuff in the road), there's the helicopter (of course), there's a car with Jaws in it (!) and so on. There're also a fair number of innocent people around who you've got to avoid.

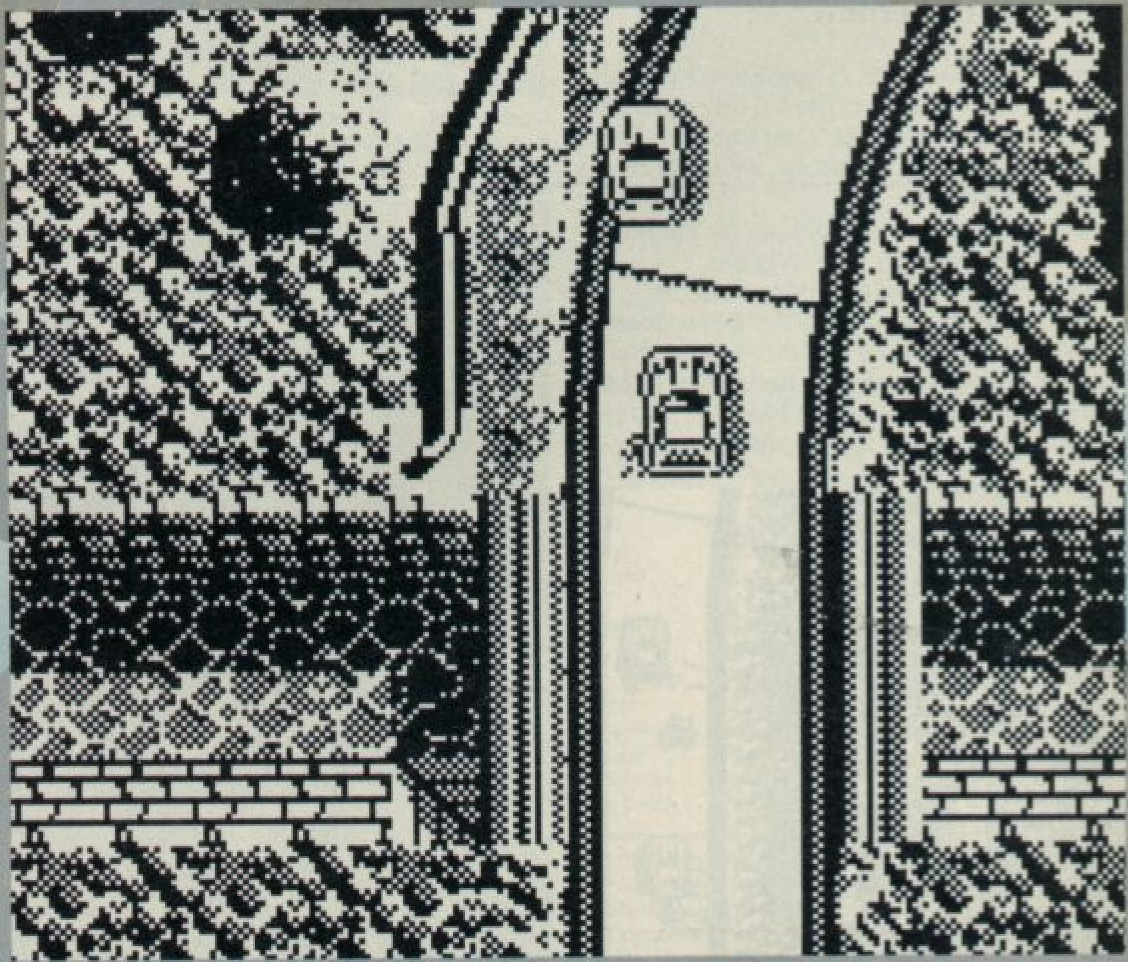
Collect the underwater ability off Q, shoot the helicopter with a ground-to-air missile, zoom off the end of the pier and – one quick multiload later – you're into Level Four, an underwater shoot-'em-up bit complete with enemy submarines, divers and so on. While the other levels were monochrome (yellow tones for the land-based ones, blue for the speedboats) this one is actually in full colour. You see, since there isn't any actual background detail as such (just blueness) we can afford to have more detailed and varied sprites in this section.

Then there's the final level, which is based on the jet-ski bit where Bond approaches the main baddy's giant underwater base. (By the way, the main baddy is a bloke called Stromberg, who's intent on flooding the world – or something.) Anyway, you ride this sort of aquatic motorbike towards it, ducking and dodging other boats and things that are trying to stop you. Hopefully you'll have gained enough skills on the previous levels to make it to the base entrance (and thus the end of the game).

While we've had to miss out a few of the puzzley sort of sub-levels that we had in the 16-bits (as well as one whole sequence set inside Stromberg's tanker where Bond and



And, erm, another mountain bit. (It's getting hard to write anything new about these, you know.)

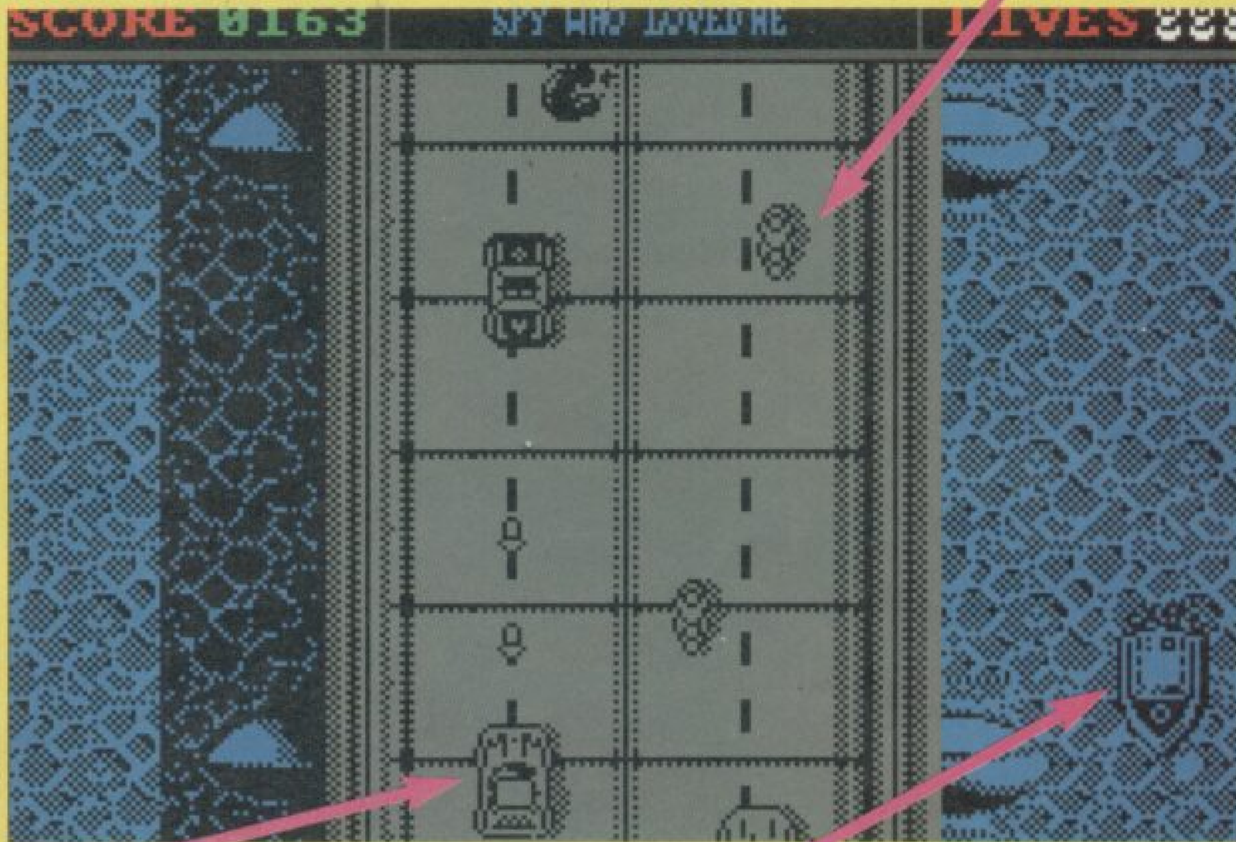


Yes, I'm afraid it's another mountainy bit. (You can hardly tell the difference between the Lotus and that other car at all from this angle, can you?)

the freed British, American and Russian sailors try to escape in a captured sub), I think we've managed to get most bits of the film in there. As it is, the thing loads in two parts, so we couldn't really cram any more in.
MATT: You've missed out the great opening ski chase sequence though, haven't you?
JOHN: Oh, yes, you're right. Sorry, no space.
MATT: Okay. Could you give me a quick run-down on the people who've worked on the game?
JOHN: Yes, they're all Domark staffers at The Kremlin (which is what we call the place where all our programmers hang out). The game was initially designed by myself and Paul Margrave, while Tony West and Lloyd Baker did the graphics, Dominic Wood the code and Matthew Furness the music.

Hurrah! This is what it'll look like with the colour on – a vast improvement, isn't it?

There look to be a couple of bikers here, but whether they're baddies or innocent bystanders I don't know.



Here's your Lotus – it looks like you're firing missiles at that other car (but I could be wrong).

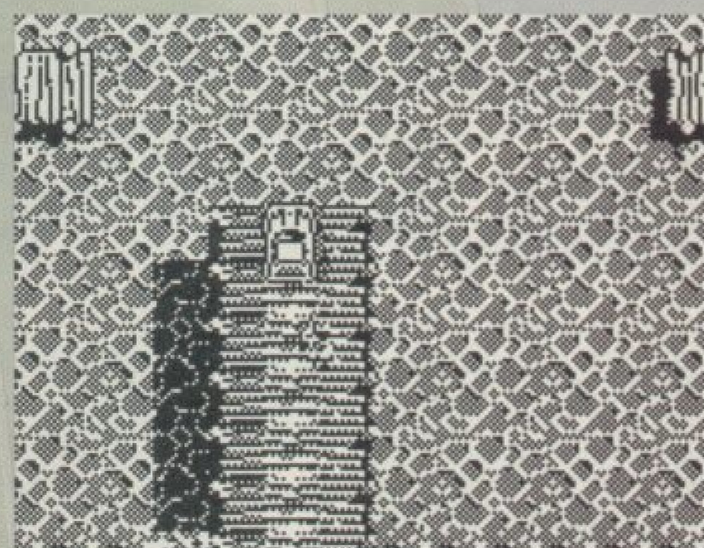
Quite what this boat is doing down here I don't know – up to no good, I'll be bound.

MATT: And are you all happy with it? How do you think this one compares to the previous Bonds you've done?
JOHN: Well, I think there's been a gradual progression from the dark and dismal days of *A View To A Kill*. For instance, I think *Licence To Kill* wasn't bad at all, but this one has the added advantage that it didn't need to be designed and programmed to meet the deadline of when the film came out, so we've had the time to put a lot more into it. In fact, we've been able to spend a full six months or so on it (luxury!), and that's not counting the period when we got the basic ideas sussed out, which is a lot longer than that.

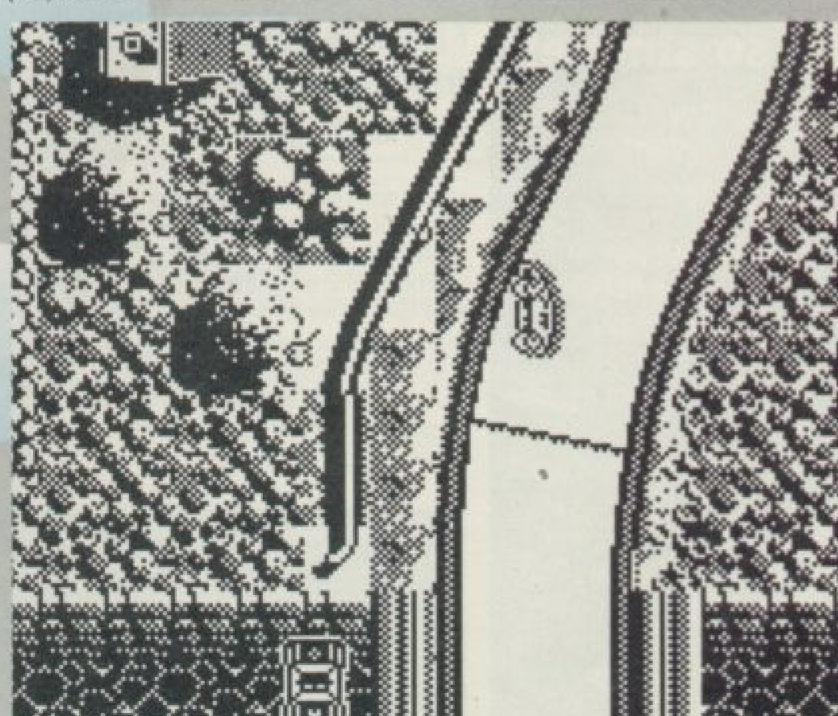
Like I said, I reckon we've been learning a lot from doing the coin-ops, so, even without the time advantage, we're doing a better job. We're picking up on the little details now – things that you don't tend to notice when playing a game but which can really make or break it. The best elements are always really subtle, I find.
MATT: How do you feel when you've got a new Bond to do? Is it "Hurrah!" or do you tend to think "Oh no, not another one"?
JOHN: No, working on all the Bond games has been good fun, and we're full of ideas and enthusiasm for the next one – though we've not decided what that'll be yet.

Actually, I'll tell you a weird thing. We're all based in this little town called Addleston near the M3 and the M25, and we've just discovered that the official James Bond Fan Club is just down the road, so we're going to have to go round and see if they can give us any ideas!
MATT: Ha-ha! Excellent. Right, final question. Did you find you had any major league problems doing the game, or did it all work very smoothly and to plan?
JOHN: Well, we've had a bit of a struggle with the scrolling. For various reasons it's had to be done about four times – as you can appreciate, with something like this it's really of paramount importance that we get it right. We've got it sussed now though I think – it really will be incredibly quick!
MATT: Actually, I was lying just now. I've got one more question. Who's your favourite James Bond?
JOHN: Well, it has to be Sean Connery, though I think Roger Moore was very good (no, don't laugh!), especially in this film. I'm very impressed with Timothy Dalton though. He looks well hard, doesn't he, especially in *Licence To Kill*. He really beats the hell out of people!
MATT: Um, quite. Well, that really was the last question I can think of, so thanks very much, matey. And to all you readers out there, we'll have a full review in a couple of issues' time, so keep your eyes peeled. It looks like it'll be, um, 'well hard'!

Game	*The Spy Who Loved Me*
Publisher	Domark
Programmers	The Kremlin
Price	£9.99 cassette, £14.99 disk
Release date	19 September



Yay! It's the exciting bit! (You know, you drive your Lotus into the sea and it turns into a submarine!)



Wa-hey! You can bounce your car up onto two wheels if you want to dodge things! (Not that there's much to dodge here.)

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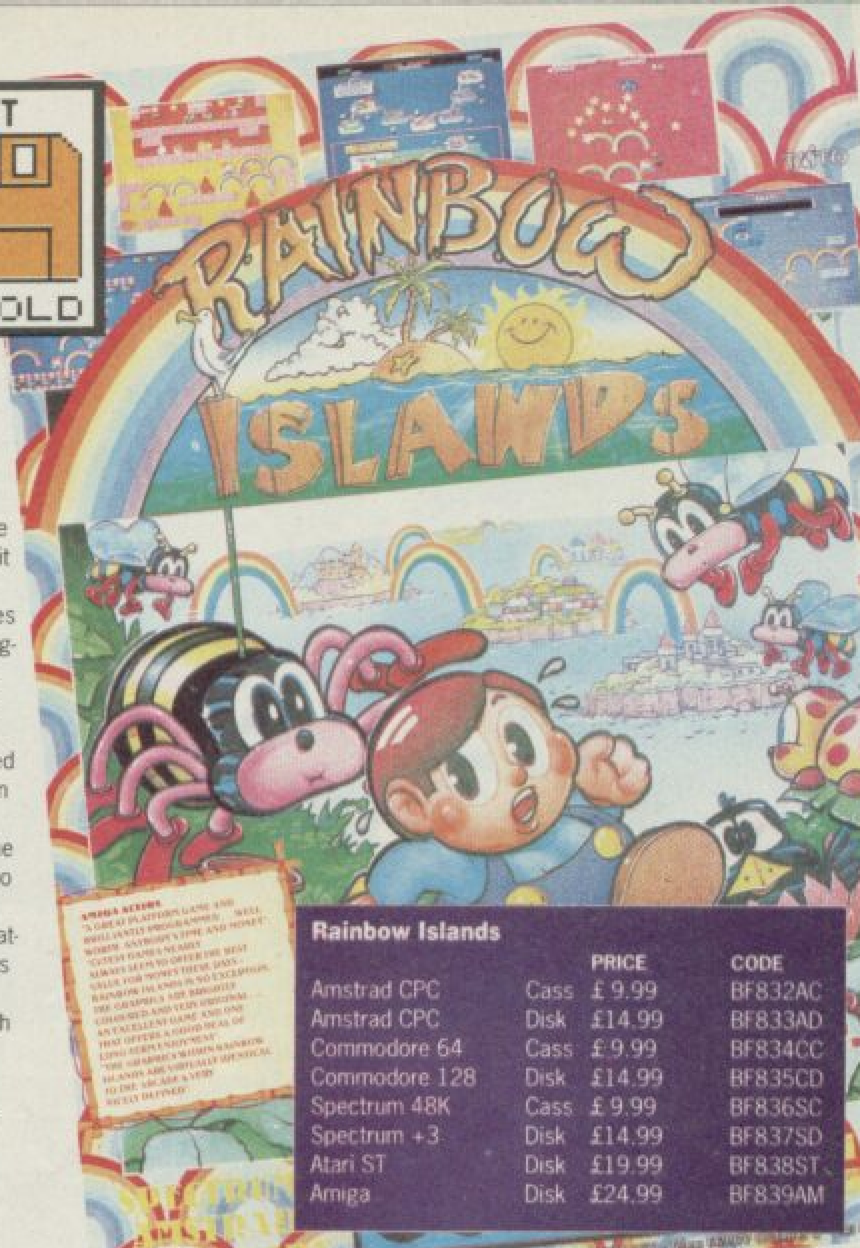
ST FORMAT GOLD

Rainbow Islands
from Ocean

This follow up to Bubble Bobbie looks set to be as much of a hit as Ocean's last cutesy game, New Zealand Story. It combines colourful visuals with frighteningly addictive gameplay, with the result that you end up with one hell of a game.

Graphics have been downloaded from the original arcade version and the moves are just the same. Lead Bub and Bob to the top levels by firing rainbows into the air and then climbing them. When you reach the top of a platform, you can collect thousands of bonus points. There are seven islands to complete, each one more challenging than the last.

"Graftgold's ST Version of Rainbow Islands is one of the best coin-op conversions to have appeared in along time" Maff Evans, ST Format



Rainbow Islands

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Fiendish Freddy's Big Top of Fun
from Mindscape

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G

2



Black Tiger
from U S Gold

US Gold have had major hits with Strider and Ghouls 'n' Ghosts. Now comes their latest horizontally-scrolling action game, Black Tiger.
In a similar fashion to Ghouls, the objective is to charge through horizontally-scrolling levels, climbing ladders and following red arrows to the end of the level. Along the way, fight ugly gargoyles, snakes and even deadly orchids using your powerful weaponry. When the going gets tough, disappear inside the shop, pick up some extra weapons, and go out for another merry blast.
If you're a fan of horizontally-scrolling action games, you'll love this one.

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4

Cabal from Ocean

Go crazy in cartoonland with Cabal. A lone trooper, he's dropped behind enemy lines and must fight his way back home. Level after level must be cleared of buildings and bad guys with machine guns, grenades and bazookas. It looks like Operation Wolf for the under fives but plays like a vet.

Cabal		PRICE	CODE
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Commodore 64	Cass	£9.99	BF857CC
Commodore	Disk	£14.99	BF858CD
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This month, Bargain Basement is brought to you by *YS*'s two (almost) resident heart-throbs (or so they keep telling us) JONATHAN DAVIES and RICH PELLEY. Hoorah !

BARGAIN BASEMENT



Hmm. Whoever designed this one must be a few points short of an extra ball.

MACADAM BUMPER

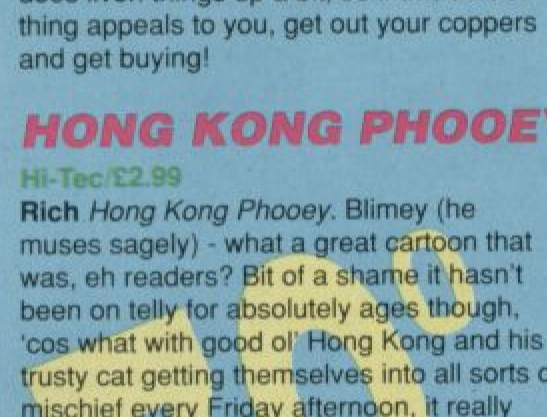
Players/£2.99

Rich If dodgy pinball sims are your bag, then *Macadam Bumper* could be just your ticket, 'cos spookily enough, pinball's exactly what this little trolly's about. Of course, it's all been done before (and with knobs on) but as a pinball sim it serves its purpose, so I suppose we can't complain. This one sneakily pretends to be like the real thing, making you press a key to 'insert a coin' to start, and allowing you to 'cheat' by jolting either side of the imaginary table so the ball'll go all wobbly. It's also got this kooky little editor jobby which allows you to design your own layout and things - perfect for whiling away those long, cold, winter nights. Hmmm, but what to say next, eh? Well the game itself isn't that thrilling (ie it's a bit crap to be honest), but designing your own courses and whatnot does liven things up a bit, so if this sort of thing appeals to you, get out your coppers and get buying!

HONG KONG PHOOEY

Hi-Tec/£2.99

Rich *Hong Kong Phooey*. Blimey (he muses sagely) - what a great cartoon that was, eh readers? Bit of a shame it hasn't been on telly for absolutely ages though, 'cos what with good ol' Hong Kong and his trusty cat getting themselves into all sorts of mischief every Friday afternoon, it really was a 'hoot'. Didn't they used to hurl themselves out of filing cabinets or something? Oh well, perhaps not. But (but, but!) would you believe me if I was to tell you that the game is twice as good as the cartoon ever was? Nope, you probably wouldn't. Which is a good thing too - 'cos I am in fact telling complete porky pies - it isn't. But don't go to pieces - it's not tragically bad or anything. In fact (dare I say) this little sucker's quite good. The best bit's probably the graphics - hardly



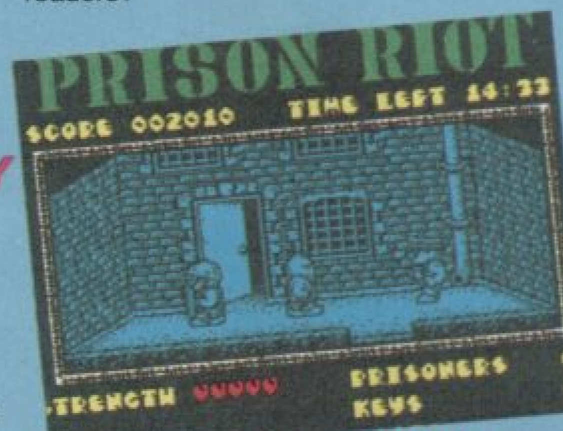
Can't see it here, but Phooey's bizarre going-up-and-down-stairs pose is a hoot!

anything worth jumping up and down about, but as The Phooey emerges, mask and dressing-gown askew, he looks so cute it makes me go all wibbly at the knees. Just check out the screenshot to see what I mean. As for the rest of the game - well, it's not bad at all (for a so-called cheapy), although nothing much happens - you just trundle along punching and kicking various people all day in search of one Baron Von Bankjob who's just escaped from prison (the scamp). Nothing brilliant as I've said, but certainly one worth 'checking out'.

PRISON RIOT

Players Premier/£2.99

Rich If there's one thing Players are good at, it's producing flip-screen walk-about-and-find-things games by the score. And guess what this is. Erm, a flight sim. Only joshing (what a joker I am, eh readers?). *(Possibly, so you're fired. Ed)*. It is in fact one of those aforementioned flip-screen walk-about-and-find-things jobettes. Looks suspiciously like *Joe Blade (1, 2* and *3)* dunnit, what with all those cutesy graphics and whatnot? But who cares - here's a complete and utter corker if ever I saw one. And what a topical game too, what with all those prison riots and things that have been going on recently. Blimey, Players really are 'with it', aren't they readers?



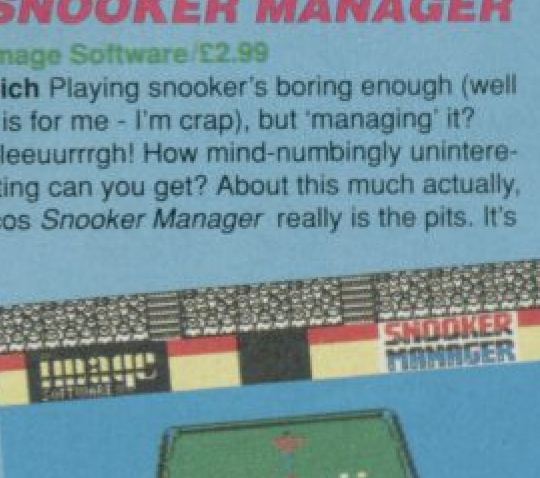
Let's have an office vote on how ethically 'sound' this game is. Hmm. Six to one against. The verdict is: 'not very.'

So what's the plan then? Simple. Y'see there are seven ringleaders (in various parts of the prison) causing the riot, and your job is to walk about, find them, and give them a right good spanking. When you find one, you'll enter a little sub game, but don't think that I'll bother explaining what happens 'cos, erm, I'm not too sure myself. Overall, this babe's a spritely little number, if a little unoriginal gameplay-wise. Graphics and sound are tops. So you'll just have to like it - if not then you must be playing *Snooker Manager* or something by mistake.

SNOOKER MANAGER

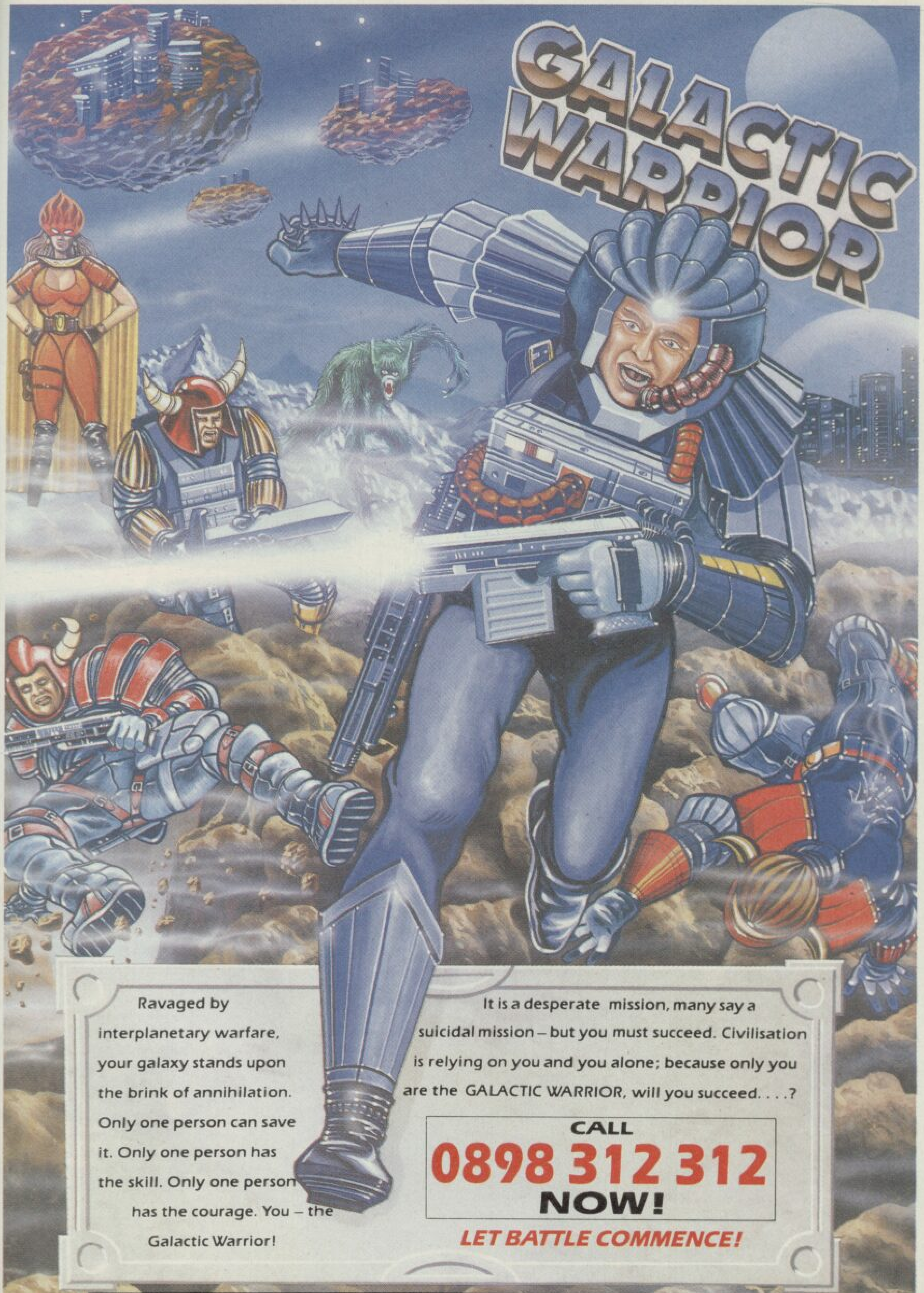
Image Software/£2.99

Rich Playing snooker's boring enough (well it is for me - I'm crap), but 'managing' it? Bleeuurrrgh! How mind-numbingly unintere-sting can you get? About this much actually, 'cos *Snooker Manager* really is the pits. It's



Snooker Manager, eh? And guess what we've got here? Yes, it's a snooker table!!

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pretty standard sort of stuff - pick a bloke to manage and, erm, manage him. "But how?" you're probably not asking. Well, maybe you like to watch your new found player practice, or perhaps you'd prefer to buy him some equipment to actually practice with. Alternatively you could invest your money in shares, or advertising, or a host of other things, or even enter the snooker championship if you'd prefer. The possibilities are endless. But a personal favorite is pressing BREAK (the game crashes) and then turning it off and loading something else instead. Yep, you've guessed it, *Snooker Manager* isn't really all that good.



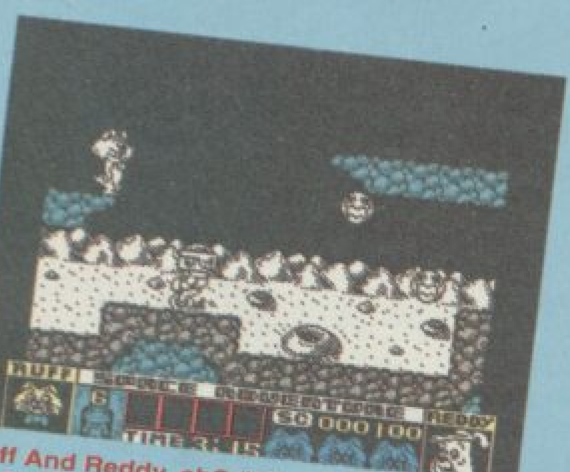
No, no! Don't go up in that lift! (You'll only get yourself in big trouble if you do!)

RUFF AND READY

Hi-Tec/£2.99

Rich Blimey - here's a turn-up for the so-called book. This one's another ancient cartoon licence thingy from those boys down at Hi-Tec. And, as with all their other games, it's another scrolly arcade adventure thingy. What a surprise, eh? Anyone remember the original *Ruff And Reddy* cartoon? Ruff was this cat, and Reddy was this dog, and, um, that's all I can remember really. Now, though, after agreeing to test Professor Noodles' Pocket Rocket, they've only gone and crashed it on a planet miles away from anywhere. What clots they are. And if that wasn't bad enough, Reddy's been kidnapped, and the only way Ruff can save him is to rescue some of the aliens' (who are holding Reddy hostage) other chums. Or something like that, anyway.

Actually though, who cares? Not me for sure, 'cos all of this is hardly riveting - looks more like an excuse for a walk-about-and-solve-puzzles type game to me, and a not a particularly good one at that. Then again, it's not that bad either - you've got to


Ruff And Reddy, eh? (Where do they get these bizarre cartoon licences from?)

be fair in this business, y'know. In fact, I've completely changed my mind. Yep, it's now official - I think *Ruff And Ready* is, in fact, quite good. Blimey, what *is* going on?

SHAO LIN'S ROAD

Hit Squad/£2.99

Jon Boy Here's a martial art you may never have heard of: Chin's Shao-Lin (it's secret, apparently). It would help if you did know a bit about it, though, as you've been trapped in a temple by the Triads (who are 'evil', no doubt). Fortunately, mastery of the technique seems to be mainly a case of waggling the joystick around and pressing fire. The game is played over three 'floors' on the screen and, along with the extra weapons, range of baddies etc., is a pretty standard affair.

Although it's getting on a bit (it must be coming up to its fourth birthday fairly soon), *Shao Lin's Road* is tidily presented and modern-looking. All it's really lacking is a bit of variety. All the levels I reached were more or less the same, and as far as moves go there are only one or two. Hardly a spectacular little number, but quite neat at the price.

NEMESIS

Hit Squad/£2.99

Jon Boy I have little patience with games where I get killed at the same point (usually near the beginning) every time I play it for about six months. So *Nemesis* is fortunate to be getting off lightly. It really is horribly difficult, mainly due to the speed at which everything runs.

In case you're not familiar with the smash hit number one chart-topping etc. arcade game, erm, there is one. And this is the conversion of it. It's as standard a horizontally scrolling shoot 'em up as they come, with all the usual add-on weapons, giant end-of-level nasties and all the rest of it. While the original was slick and very lovely to look at, the conversion has a very Spectrumy feel to it, which means slightly jerky sprites and numerous short-cuts with the graphics. All the same, it's very playable (apart from being a bit too difficult for its own good) and, like so many budget re-releases, makes a tasty little barg.



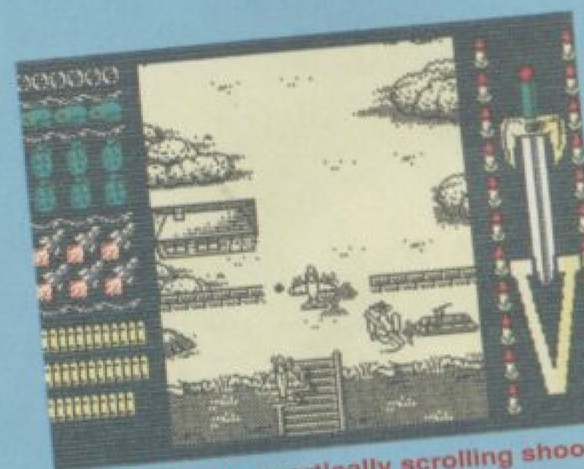
Hmm. I think this is must be the game the word 'average' was invented for!

THE VINDICATOR

Hit Squad/£2.99

Jon Boy And so to *Green Beret 2* (the original having come out on budget absolutely ages ago). Whether or not you relish this prospect will depend largely on your feelings about the original, another game that practically had me dislocating my joystick shaft in frustration. Luckily *Vindicator* is a bit more laid back (but only a bit). It's a three-part multi-loader with quite a serious problem: the first and third parts are rubbish.

Part One is a rather boring maze game where you've got to run around shooting things, finding passes and solving anagrams. Your idea of fun? I thought not. Part Two is a whole lot better. It's a slick scrolling shoot 'em up where you first fly a plane and then drive a tank through the usual hostile landscape. A bit simplistic, but neatly executed. And then, well, Part Three. Run left and right through an enemy base of some kind using lifts to travel between levels and shooting things. Zzz. Three okayish (on average) mini-games at a bargain price. You can't really argue with that.


Yes, it's another vertically scrolling shoot-'em-up (drawn in yellow). Yawn.

QUATTRO POWER

Codemasters/£2.99

Jon Boy Fear not. The Codies haven't finally got around to doing an *Audi Simulator* or even an *Extinct Fizzy Drink Simulator*. The *Quattro* in the title refers to the fact that there are four old Codies titles crammed onto this tape, making it a bit of a bargain barg. And the games are... *Moto Cross Simulator* (a fairly dire 'little motorbike going over lots of logs and things' game), *Twin Turbo V8* (an appalling *OutRun* clone - hardly the Codies' at their best), *ATV Simulator* (a genuinely 'amazingly crucially addictive - it's wicked!!!' buggy simulator which I'll have to admit to playing for hours when it first came out) and *Pro Powerboat Simulator* (a generally competent, erm, powerboat simulator).

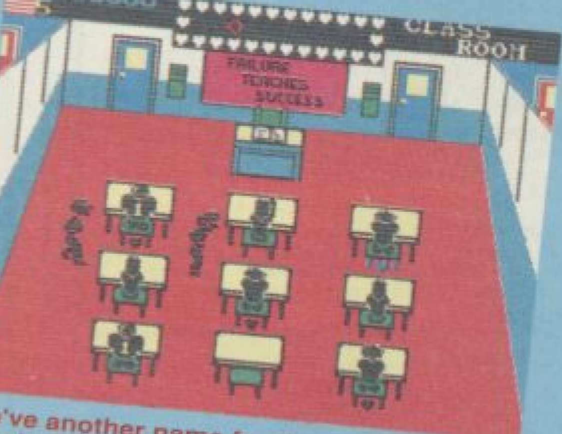
So that's two normal Codies games, one good game and an absolute corker (near enough), all crammed onto one tape for three quid. Not bad, really. I reckon it would be worth it


Hey he
a bunc

MIKIE

Hit Squad/£2.99

Jon Boy I wasn't expecting to see this one again. It's absolutely ancient. (I'm not sure I was even born in 1985.) But despite this, and the fact that the plot is worryingly bizarre, *Mikie* is actually rather good. You're a bit of a 'lad', you see, your school's equivalent of our Rich, and the object of the game is to 'plant one' on your girlfriend who's waiting for you at the end of five levels of classroom frolics. To get from screen to screen you've got to collect hearts while trying to avoid various members of staff who naturally want to put a stop to all this. It plays even more weirdly than it sounds, although once you get the hang of it it's actually very easy, and you'll find yourself completing all the levels loads of times each time you play. That is, assuming you buy it. And you've got every reason to do so, as it's tidily put together and really quite enjoyable.



We've another name for this game - The Day In The Life Of Rich Pelley Simulator!

MATCH DAY II

Hit Squad/£2.99

Jon Boy Sniff. As I write this a black cloud has just descended over England. The Germans have beaten us. Again. *World in*



Hmm. It may be a classic, but those men look a bit too cutsie for my liking.

Motion has (at last) fallen silent on the office tape machine, and everyone's generally feeling a bit gloomy. The only compensation is that *Match Day II* has finally popped up on budget, so with a bit of team-renaming we should be able to rustle up some sort of revenge. It's just got to be worth a look, really - the generally recognised Best Footie Game Ever for three quid. It's got the lot: wazzy graphics, smooth presentation, a kickometer, realistic ball control, the works. Criticisms? It runs just a little too slowly for comfort, especially compared with more recent overhead-view rivals. But as an all-rounder, *Match Day II* is unbeatable. If Marcus could be with us this month he'd probably give it a page to itself. (So consider yourselves lucky.)



y hey hey! Who'd have believed a few months ago that
punch of Codies Sims would get barg of the month, eh?

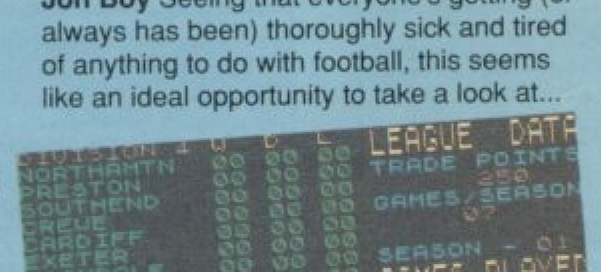
th it

just for *ATV Sim* to tell the truth. It really is a neat little game, and with two players the feeling of competition becomes almost homicidal. So that's a cautious pat on the back for the Codies then, and a firm recommendation for everyone else.

GARY LINEKER'S SUPERSKILLS

Kixx/£2.99

Jon Boy Seeing that everyone's getting (or always has been) thoroughly sick and tired of anything to do with football, this seems like an ideal opportunity to take a look at...



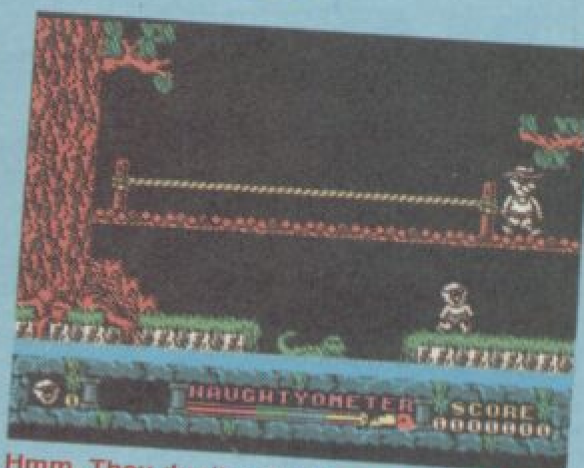
We really spared no expense bringing you an interesting pic of Gazza, eh?

another footie game. It's essentially a joystick waggler, where you have to work your way through a never-ending series of events (press-ups, weight lifting, penalties etc. etc.) with the general intention of sorting out Gary's footie playing (and he could certainly do with a bit of improvement, eh, West Germans?). The presentation is up to scratch, but the game itself is, well... Once you've done one squat thrust you really won't feel like doing any more. And when you find out that the monkey bars and weight lifting are along very much the same sort of lines, well, *Gary* is likely to be paid a visit by old Mr Reset Button. Not an inspiring re-release.

JACK THE NIPPER II

Kixx/£2.99

Jon Boy With a plot that could have been written by Tight Fit, Jack finds himself stranded in the jungle with the back of his father's hand in hot pursuit. So what's he going to try to do. Escape? Nope, he's going to be as naughty as possible. There are certainly plenty of natives to pester, and the birds and animals look a bit vulnerable too. There are also lots of vines to swing on, coconuts to throw around, rivers to jump across and, um, trains to catch. The graphics, as in the original *Jack*, are excellent and with more colour this time. Sound effects haven't been forgotten, either, as there are also lots of beepy tunes and things. It's so exciting, it really is. At barg level this one really can't be ignored, so buy, buy, er, buy.

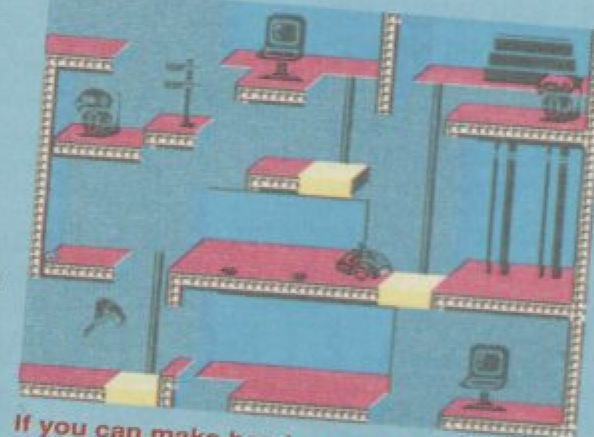


Hmm. They don't make Speccy games like this any more (more's the pity).

IMPOSSIBLE MISSION II

Kixx/£2.99

Jon Boy It's not too hard to work out what this one's the sequel too. The idea is that you've got to penetrate the usual fortress, disarm a bomb missile and generally save the world. En route you'll need to work out a few secret codes, and there's a bit here about assembling a musical sequence as well. It all sounds pretty thrilling, anyway. As with the first game, the fortress is made up of a whole lot of rooms which are connected by passages and lifts. Each room is full of platforms, lifts, furniture and robots The fun comes when you've got to search these rooms for bits of code while simultaneously avoiding the robots. It looks a bit ropey graphically, but *IM 2* IS a bit of a challenge for those with time to spare.



If you can make head or tail of what's going on here you're better than me.

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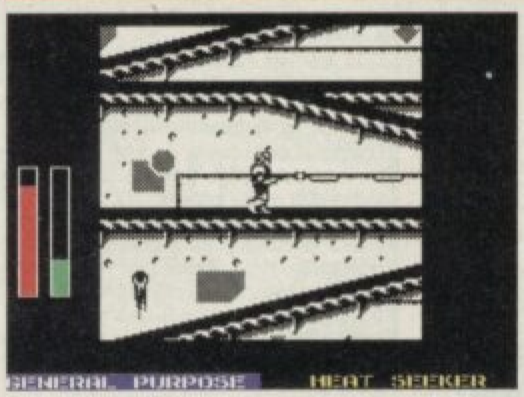
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FUTURE - SHOCKS

Things should speed up a bit on the new release front over the next few months as we leave behind the 'dead' summer period and enter the hectic, happening Autumn! But in the meantime, why not check out these stonking soon-to-be releases...



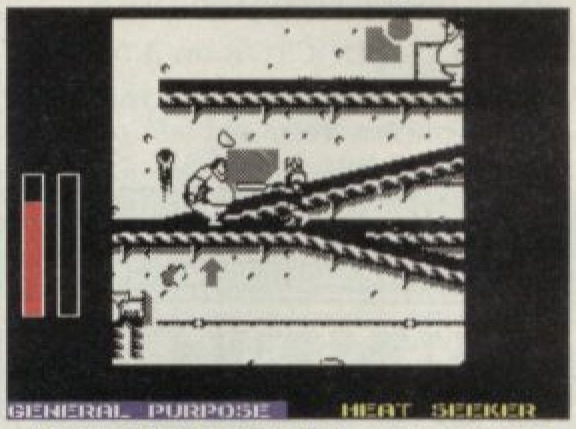
Here's your standard Dredd screen – lots of (rather trashed) platforms and ramps and the man himself. (But where are all the baddies?)

Judge Dredd
Virgin

Those of you with long, long memories will remember Mega City One's most famous lawman in his first outing on the Speccy, way back in 1987. (He was starring in a game from Melbourne House called, unsurprisingly, *Judge Dredd.*) Well, here he is again, three years later, and little has changed.

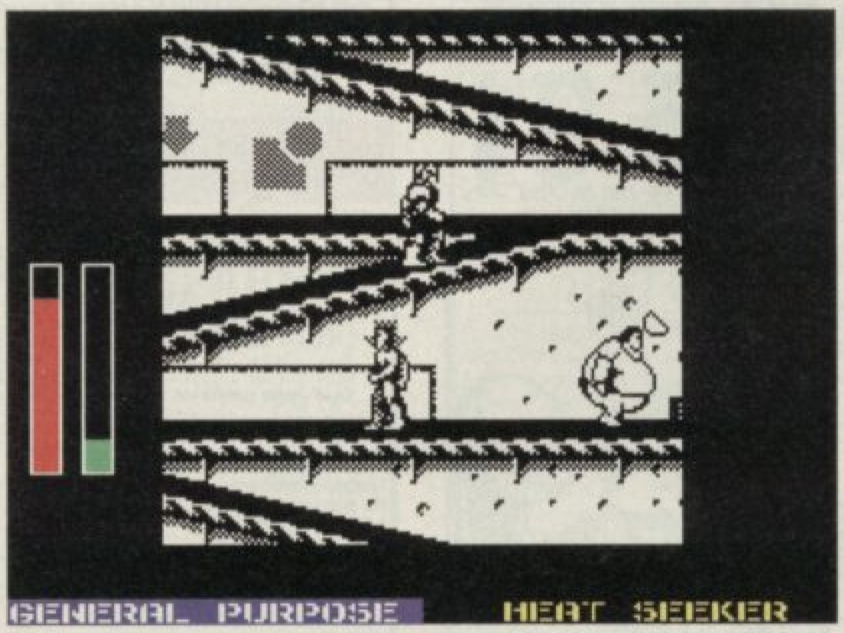
Mega City One (a sprawling version of New York from the next century) is still the maddest, baddest and most-dangerous-to-know little settlement on the face of the planet, and Dredd is still the sternest, most feared (and overworked!) Judge around. (For those who don't know the original comic strips – all two of you – *Dredd* is a violent but blackly humourous series packed with hilarious little sideswipes at our lunatic modern world. It's also well worth checking out.)

But anyway, enough of the comic, and onto the games. The Melbourne House version was a fairly colourful platform-and-ladders shoot-'em-up, which took the crazy, dangerous Mega City One backdrop as its theme. In it Dredd rode around a map of the town, sorting out trouble-spots as he came upon them. It was quite a good little game it has to be said (earning a more-than-respectable *YS* eight out of ten), but while it remained faithful to the comics it rather lacked their outrageousness – it didn't really make the most of the bizarre people and situations that inhabit Dredd's world.



...A-ha! Here they are! Take that, you incredibly fat and porky blubber-person!

But enough of the old game – what's the new one like? Well, for a start, it's based a lot more closely on the original comics, to the extent that they've modelled each level (there'll be five or six in

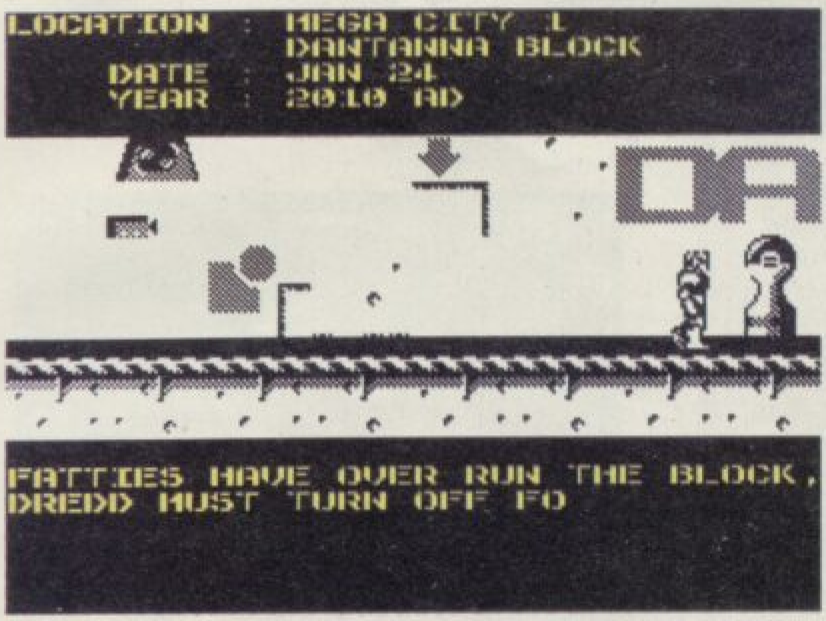


Uh-oh! Dredd seems to be walking the wrong way! Get back down there and sort out that porky bloke, you fool!

all) on some of the most famous stories from *2000AD* (the comic in which Dredd appears).

The opening sequence has the central Justice Department computer informing Dredd of what's been happening today before he goes on patrol, then after that each level will possibly be introduced by a short comic strip sequence to explain what's going on. Then it's straight into the action.

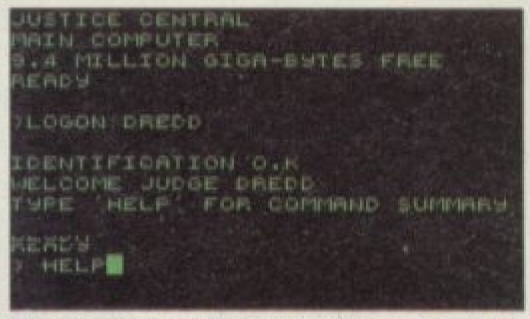
And what weird action it is! In the first sequence Dredd has to stop a gang of rampaging fatties (homicidal 70-stone blubber monsters who are trying to eat everything in their path) by shutting off the food dispensers. In another he has to close off a block's air vents in order to contain an enzyme which has turned the entire population into monkeys! Another couple of levels chronicle Dredd's chase of Orlok, an elite Sov-City agent who's intent on poisoning the city's water supply and thus inducing the disease Block Mania (which turns each tower block against its neighbours). Of course, Block Mania gets into the water supply somehow anyway, so now you've got to stop the rampaging citizens by destroying the main cannons they're using against each other!



It's the start of the first mission. What the computer is trying to tell us is that we have to shut off the food dispensers – or the fatties will over-run the city!

And so it goes on. Finally, there are the Dark Judges – strange nightmarish versions of Dredd himself from another dimension, who've decided that life itself is a crime (!) and that the punishment should be (you guessed it) death!

Whew! Exciting stuff, eh? Although in some parts of the game Dredd is mounted on his armoured bike, and in others he's on foot, all the levels (in monochrome this time, which is a bit of a shame) feature more or less the same platform-and-ladders shoot-'em-up style of gameplay – it's the backgrounds, the baddies and the specific tasks Dredd has to perform that change. We should be able to bring you a full review next issue, but in the meantime here are oodles of screenshots. Watch out for this new *Dredd* – it could be quite a corker (and after all, he is the law!).



This atmospheric little log-on sequence comes at the start of the game – neat, eh?

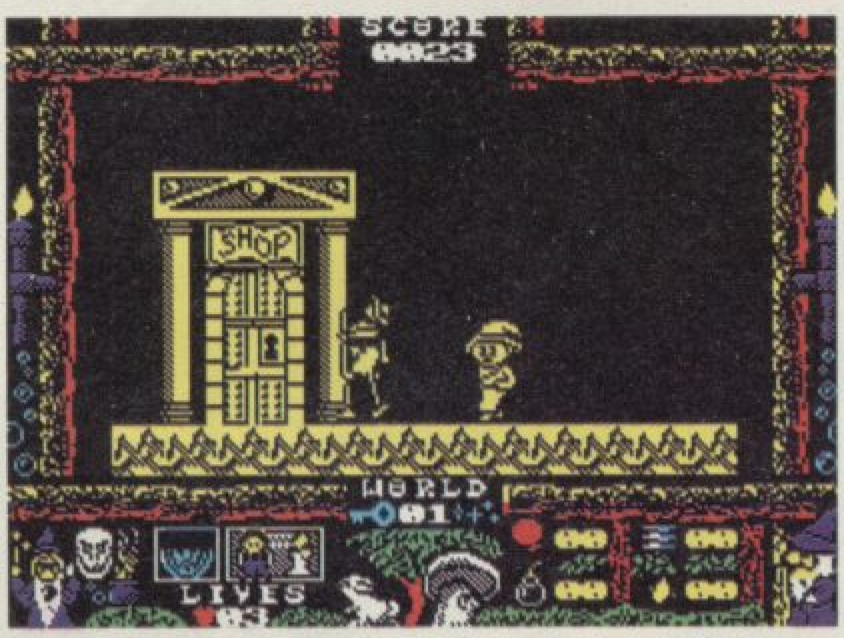


Apprentice
Rainbow Arts

Hmm. *Apprentice*. What's this all about then? Well, whatever it is, it'd better be good – it's got quite a pedigree to live up to. After all, it's being published by Rainbow Arts and programmed by Probe Software (the team who did the Megagamed *Turrican* last issue). Let's give Probe a ring and see what they've got to say about it, shall we?

Briiing briiing! Briiing briiing! Hello, Probe? Yes, we want to know about *Apprentice*, please. You what? You haven't got a clue about it either? But you guys wrote the blooming thing! (Or converted it from the original Amiga version at least.) Saying "Erm, you're a magician's apprentice or something, and you have to do lots of things" isn't really good enough either, is it? Oh dear. Why don't you just let us grab a copy and we'll check it out for ourselves? (And that's exactly what we did.)

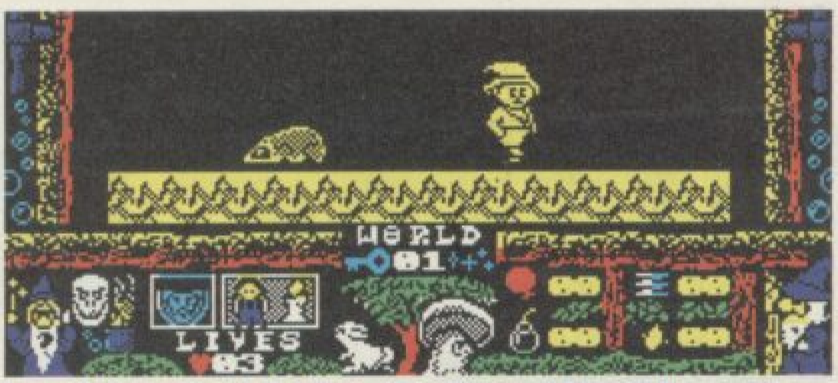
The problem is though, even after seeing the blighter we're still pretty clueless on what it's all about. You're this little yellow bloke with a bobble cap on, you see (we've worked that much out), and you've got to walk along these scrolling platforms, erm, walking and jumping and things. There seem to be lots of blocks which you can pick up on the way, carry along and then dump down again too.



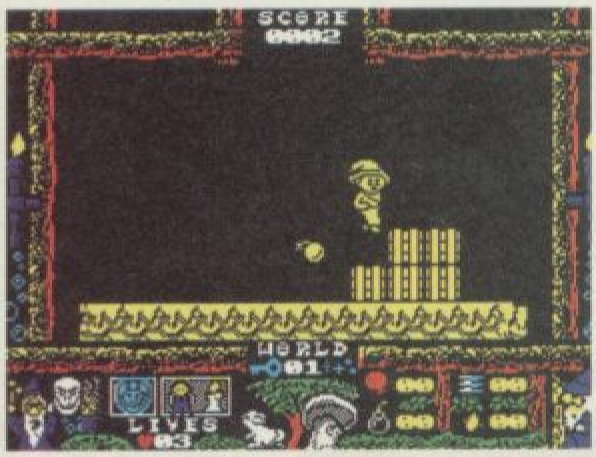
Apprentice is undeniably colourful and pretty (and by the look of that icon panel there's lots to do), but (but! But!) doesn't our hero look (just a little bit of) a poof in that ridiculous night-cap?? (I'm afraid he does!)

You can even stand on them. (Quite why you should really want to do all this we're not too sure, but it's certain to become clear as we get into the game.)

Right, what else is there? Well, there are loads of higher platforms you can leap onto too if you wish, or you can grab a nearby balloon and sort of float up to the top of the screen if you prefer. Whatever route you choose, odds are that you'll eventually come across this big dragony monster thing, which you're obviously going to have to fight in some manner. How about lobbing loads of those blocks you've carried at him? (That's what we tried, anyway!)



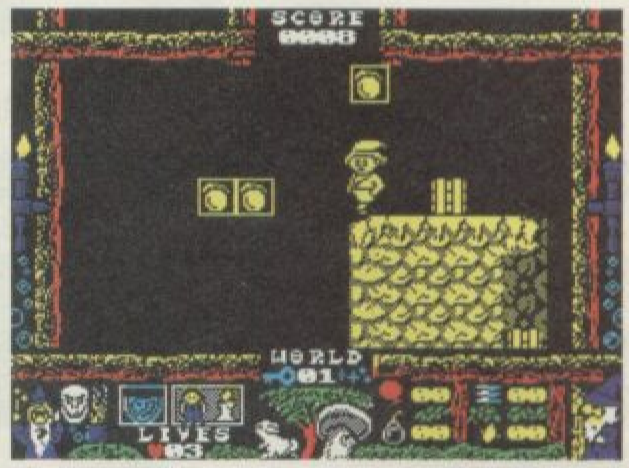
Look, it's a... (one quick flick through my *Observer's Book Of The Countryside* later) blooming badger, isn't it?! (What's he doing in this game? Shouldn't there be dragons and orcs and things instead?)



Uh-oh! It's a horrible bomb thing! Quick! Let's escape by jumping on top of all these boxes! (*What a crap idea. Ed*)

As is the case in most of these sorts of thing (as you might have gathered by now, it's a sort of cutsie arcade adventure, like *Wonderboy* crossed with *Ghost 'n'Goblins*, or something), you can collect money and other icons along the way, some of which you'll eventually be able to swop for goodies at the local corner shop. There'll be things to make you walk faster, jump higher, fall slower and all that – you know the sort of thing.

And that's about the size of it really. *Apprentice* should be finished fairly shortly, and while it doesn't look like it'll quite have the knock-down-dead quality of something like *Turrican* it promises to be quite a laugh all the same. Keep your eyes skinned for it!



A-ha! Loads of icons to be collected, methinks! But what are they? Apples? Hand grenades? Those squeezy tomato sauce things you get in cafes? (Who knows?)

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